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MAX PAYNE 2

Here comes the Payne on PS2 and Xbox!

PLUS! REVIEWED AND TIPPED!

MANHUNT

grand theft auto III ON XBOX Vice city

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FREE Official GTA + Max Payne 2 POSTERS!

REVEALED!

TOP 50 GAMES OF 2003

The best games of the year!

REVIEWED!

POKEMON COLOSSEUM

The ultimate Poké battle kicks off inside!

MUST-SEE SHOTS!

GT4

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2004

BIG PREVIEWS BLOWOUT!

HALO 2

007 EVERYTHING OR NOTHING

METAL GEAR SOLID 3

KILLZONE • DRIVER 3

FINAL FANTASY 11 & X-2

SPLINTER CELL 2

RESIDENT EVIL OUTBREAK

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future games

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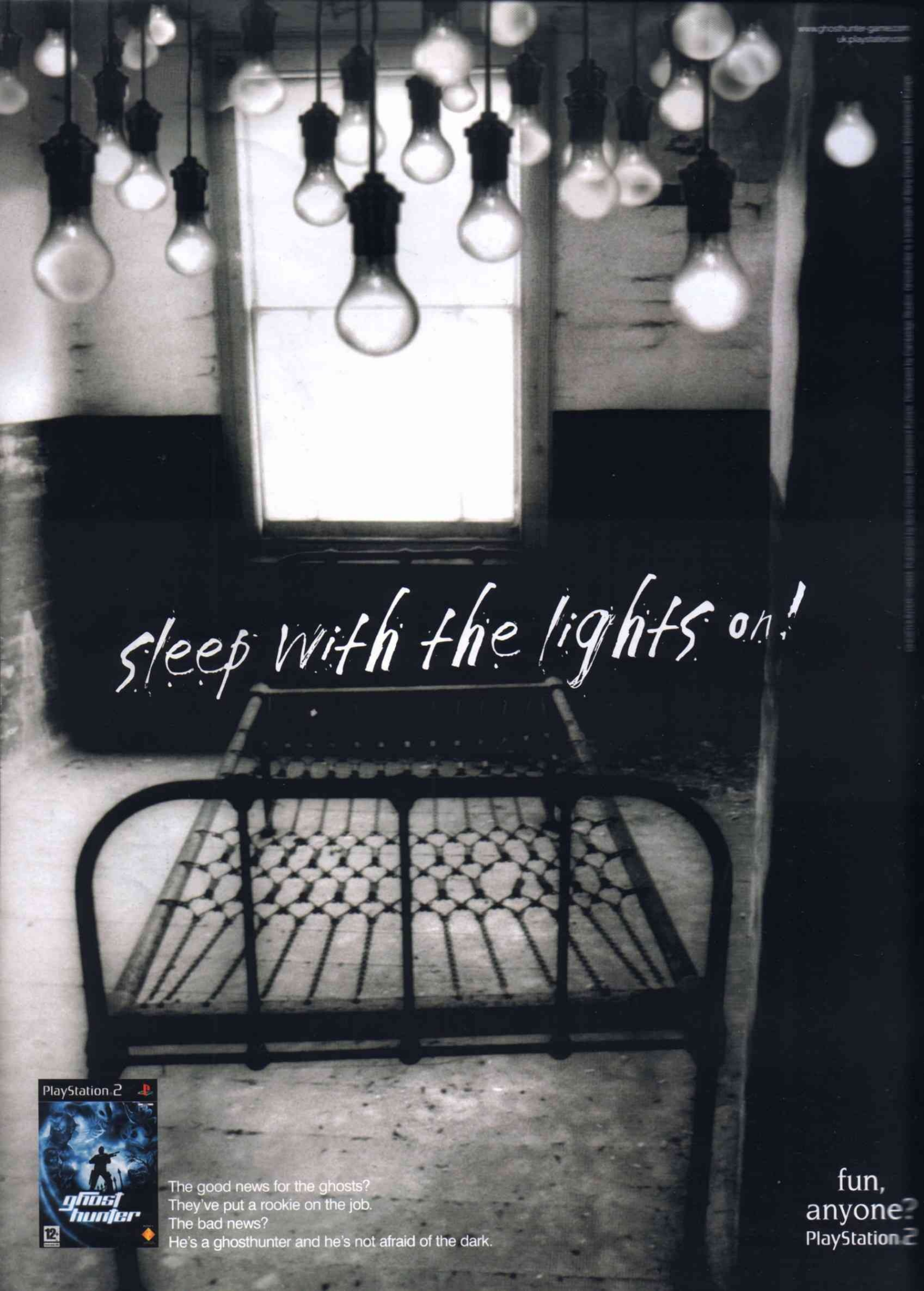
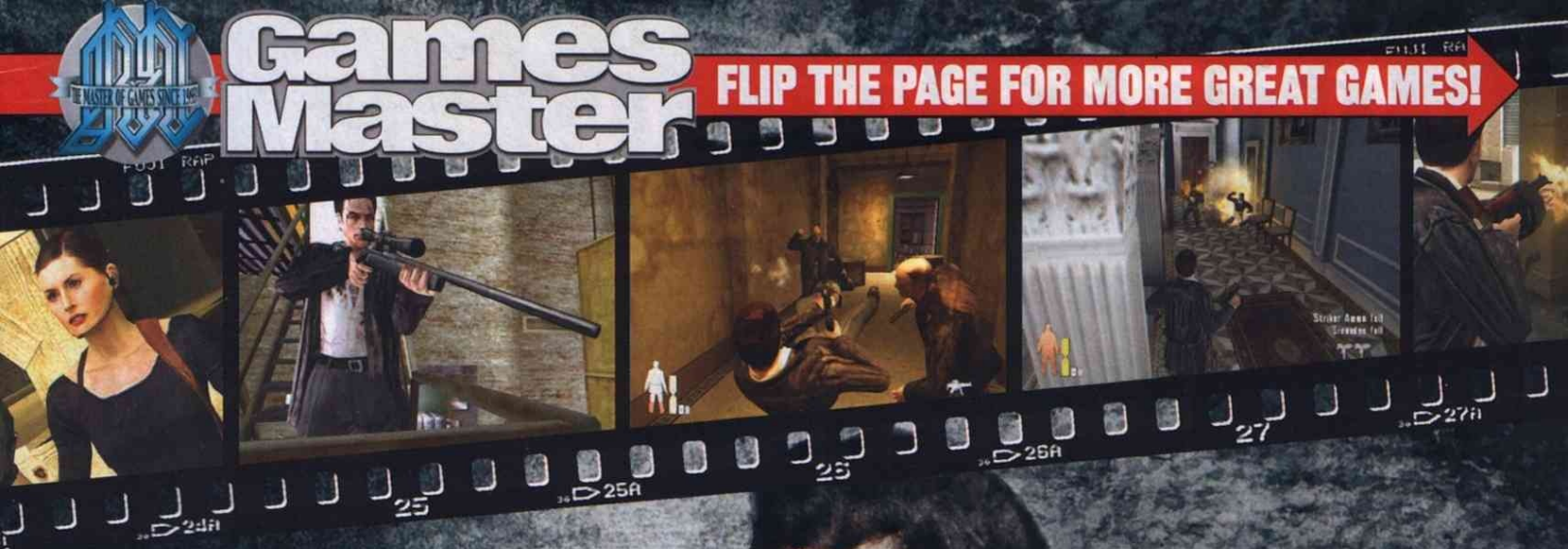
PLAYSTATION 2 XBOX GAMECUBE GAME BOY ADVANCE PC PSone


sleep with the lights on!
PlayStation 2
ghost hunter
12+
The good news for the ghosts?
They've put a rookie on the job.
The bad news?
He's a ghosthunter and he's not afraid of the dark.
fun, anyone?
PlayStation 2



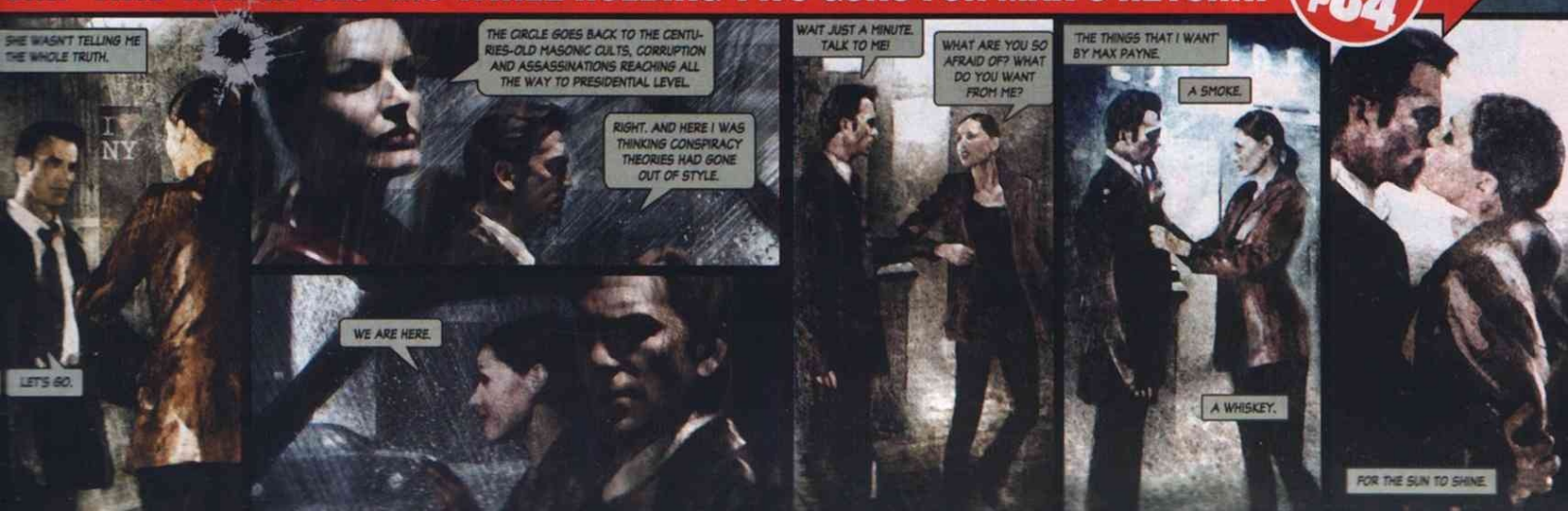
MAX PAYNE 2

THE FALL OF MAX PAYNE

OK Max, your family has been murdered, everyone you meet tries to kill you and you've only got the one jacket. But give us a smile, cheeky! Your game is absolutely great and it's exclusively reviewed in *GM*!

UMP THIS WAY IN SLO-MO WHILE HOLDING TWO GUNS FOR MAX'S RETURN!

GO TO P84


SHE WASN'T TELLING ME THE WHOLE TRUTH.
THE CIRCLE GOES BACK TO THE CENTURIES-OLD MASONIC CULTS, CORRUPTION AND ASSASSINATIONS REACHING ALL THE WAY TO PRESIDENTIAL LEVEL.
RIGHT. AND HERE I WAS THINKING CONSPIRACY THEORIES HAD GONE OUT OF STYLE.
LET'S GO.
WE ARE HERE.
WAIT JUST A MINUTE. TALK TO ME!
WHAT ARE YOU SO AFRAID OF? WHAT DO YOU WANT FROM ME?
THE THINGS THAT I WANT BY MAX PAYNE.
A SMOKE.
A WHISKEY.
FOR THE SUN TO SHINE.

Games Master NOW LOADING...

CITING GAMES MAG BEGINS... THE WORLD'S MOST EXCITING GAMES MAG BEGINS... THE WORLD'S MOST EXCITING GAMES MAG BEGINS... TH

2004 THE GAMES

OVER 150 NEW GAMES

New year! New games! Find out what we'll playing for the next twelve months!

PS2 XBOX NINTENDO GAMECUBE GAME BOY ADVANCE PC CD PS one GAME BOY COLOR N-GAGE p19

SOCOM 2

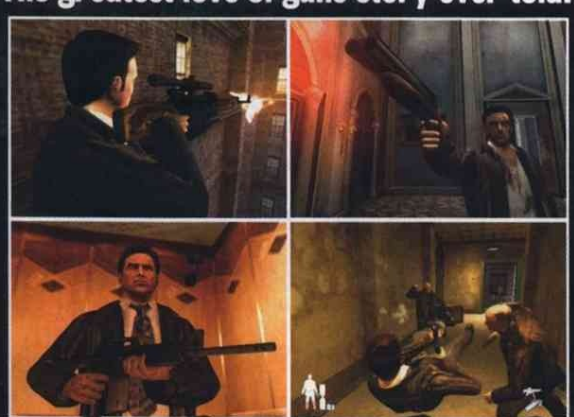
Sony's shooter gets scored. Headsets at the ready...

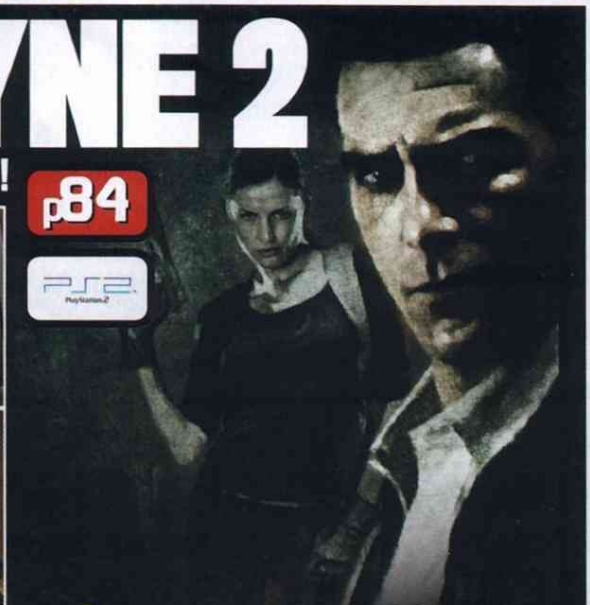
p116 PS2

MAX PAYNE 2

The greatest love of guns story ever told!

p84 PS2





POKÉ COLOS

The GameCube gets the late

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GTA DOUBLE PACK

Rockstar's finest blasts its way onto the Xbox!

2003 GM's TOP 50 GAMES

The greatest games of the year hand-picked by Team GM! What's number one?

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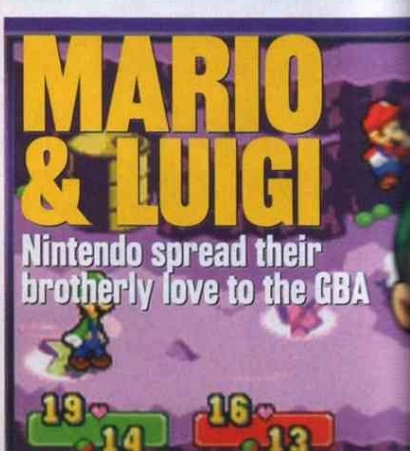
MARIO & LUIGI

Nintendo spread their brotherly love to the GBA



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START READING... NOW!
You're only a *Team GM* away from the hottest gaming goss in the business...

Games Master

TEAM GM

Who's on the *Manhunt* in GM #142?

ROBIN ALWAY
EDITOR

FAVE GAME: *Manhunt*
WORST GAME: *Arx Fatalis*
GAME FOR 2004: The new *Zelda*
WHICH MAN WOULD LIKE TO HUNT: Simon Cowell

Thinking he's a tough, trained killer just cos he's played *Manhunt*, Robin attempts to take on a dangerous gang of Hunters. *"All I have to do is tap on the wall, then smack them when they come round to investigate. Boy, are they in for a surprise!"*

IAN LLOYD-EDWARDS
ART EDITOR

FAVE GAME: *Manhunt*
WORST GAME: *Wario Ware*
GAME FOR 2004: *GTA* on Xbox
WHICH MAN WOULD LIKE TO HUNT: Jeremy Beadle

Okay Ali, we're gonna make a slasher star out of you yet. Approach the Hunter and take him apart!
"But I don't have a weapon!"
Put a bag over his head!
"OK. Now what?"

Kath creeps up slowly on the target, taking a deep breath as she's about to swoop, and then BANG!
"Brilliant! The Magnolia *soundtrack! That was the best Aimee Mann-Hunt yet!"*

Masked killer: *"Hello, I wonder if you could help me. I am on a Manhunt and I'm looking for a dangerous man."*
Ian: *"Ooooh! Aren't we all?!"*

ALI TURNER
DEP ART EDITOR

FAVE GAME: *The Hobbit*
WORST GAME: *Arx Fatalis*
GAME FOR 2004: *Donkey Konga*
WHICH MAN WOULD LIKE TO HUNT: Ricky Gervais

KATH BRICE
STAFF WRITER

FAVE GAME: *Max Payne 2*
WORST GAME: *Bloody Roar 4*
GAME FOR 2004: *Halo 2*
WHICH MAN WOULD LIKE TO HUNT: Rolf Harris

Joel goes for a level three vicious kill, but is foiled once again...
"Damn these tap shoes!"

DE LA JOEL
SNAPE ESCAPE

FAVE GAME: *Manhunt*
WORST GAME: *Batman*
GAME FOR 2004: *Onimusha 3*
WHICH MAN WOULD LIKE TO HUNT: Jeremy Spake

Tom 'Earl' East is the deadliest man on the planet. He's believed to have been executed by electric chair, but his death was faked to enable him to take part in a brtual and sick gameshow...

With the cunning of a killer and the stealth of a ninja, Dave approaches unsuspecting Hunters, makes them look like a fool, then disappears into the night. Terrifying!

THOMAS EAST
DEPUTY EDITOR

FAVE GAME: *Manhunt*
WORST GAME: *Fame Academy*
GAME FOR 2004: *GTA: Whatever*
WHICH MAN WOULD LIKE TO HUNT: Footy commentator Peter Drury

MARTIN KITTS
REVIEWS

FAVE GAME: *Pokémon Colosseum*
WORST GAME: *Fame Academy*
GAME FOR 2004: *Donkey Konga*
WHICH MAN WOULD LIKE TO HUNT: Alex Ferguson

JES BICKHAM
REVIEWS

FAVE GAME: *Mario and Luigi*
WORST GAME: *Fame Academy*
GAME FOR 2004: *Metroid Prime 2*
WHICH MAN WOULD LIKE TO HUNT: Richard Littlejohn

On hearing that plastic bags are used to take out Hunters in *Manhunt*, Jes decides to take to the street and give some gang members a real... er... battering.
No Jes, the placcy bag isn't used quite like that. Jes? Jes? JEEEEEZZZZZ!

Trapped in Carcer City with only the evil Director to guide her, things take a turn for the worse for Beth as her headset starts to pick up local radio. Instead of cracking skulls, she begins to "push pineapple, shake the tree".
Oh, the horror!

BETH INGRAM
PRODUCTION ED

FAVE GAME: *1080° Avalanche*
WORST GAME: *Pokémon Colosseum*
GAME FOR 2004: *Prince of Persia 2*
WHICH MAN WOULD LIKE TO HUNT: Prince of Persia

Inspired by *Manhunt*, Kittsy has decided to make his own snuff film! Problem is, he hasn't quite got the money shot sussed yet.

DAVE HARRISON
REVIEWS EDITOR

FAVE GAME: *Max Payne 2*
WORST GAME: *Batman*
GAME FOR 2004: *Xbox Music Mixer*
WHICH MAN WOULD LIKE TO HUNT: Matt Smith from the *Premiership*

Okay, Cooke. This is the Director speaking. Shift your arse through those doors.

Now take the second left door and do your business...

Okay. Now shake, zip, and don't forget to wash your hands!

ALEX COOKE
REVIEWS

FAVE GAME: *Wario Ware*
WORST GAME: *Bloody Roar 4*
GAME FOR 2004: *Gran Turismo 4*
WHICH MAN WOULD LIKE TO HUNT: Ray Mears

Dan Griffiths – Cereal Killer.

DAN GRIFFITHS
REVIEWS

FAVE GAME: *Manhunt*
WORST GAME: *Batman*
GAME FOR 2004: *Metal Gear 3*
WHICH MAN WOULD LIKE TO HUNT: Steve Penk

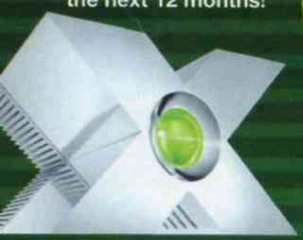
HOT NEWS

E BIGGEST NEWS FIRST! • THE BIGGEST NEWS FIRST! • THE BIGGEST NEWS FIRST! • THE BIGGEST NEWS FIRST! • THE BIGGEST NEWS FIRST!

THE NEXT BOX

Xbox 2 in March?! Two new Ninty consoles?! PSP £250!

The on-going console war will be approaching a well-earned Christmas ceasefire by the time you read this. The big three will probably be arguing over the last Malteser in the Celebrations box and laughing at Bill Gates's yuletide sweater. But expect hostilities to get even more, er, hostile in 2004. At the very least we'll see the next wave of consoles announced. At best, latest reports are suggesting up to four new machines might actually come out in the next 12 months!



Before the Xbox was designed, Microsoft showed off this chrome X.

MICROSOFT

Latest rumours suggest they're looking to fire the first next-gen salvo by announcing the sequel to Xbox in three months' time at the Game Developers' Conference in California on March 22-26. It's expected that the big M will unveil the specs and show some early technical demos of what Xbox 2 is capable of. As well stealing a march on Sony, this would fit in with the way Microsoft announced Xbox. They unveiled their console at the same event in 2000 (around 18 months before release), announcing rough specs and chip-making partnerships even though the machine was represented by a frankly tacky-looking large chrome X.

XBOX 2 INFO BOX

FROM: Microsoft
CODENAME: Xenon, Xbox Next
FACTS
-IBM will make the processor
-ATI will make the graphics chip
RUMOURS
- It'll be out before PS3 in 2005
- Microsoft will unveil it at GDC in March
- It'll be smaller than the original
- You'll be able to store video and images on it

PS3 INFO BOX

FROM: Sony
CODENAME: API
FACTS
- It's called PS3
- Sony, IBM and Toshiba will be developing the chips inside.
- The chip set is based around new Cell processor technology
- It'll be compatible with PSone and PS2 games.
RUMOURS
- PS3 will be 1,000 times more powerful than PS2.
- It'll be released late 2005 in Japan
- First showing will be E3 in May

Ninty are releasing this N64 clone – the iQue in China only. More next ish.

NINTENDO

Currently leaving an "eh?" expression on the games industry's great big face is Nintendo's mysterious new machine. Ninty senior MD Yoshihiro Mori confirmed to a news conference that they will definitely be unveiling a piece of hardware at the E3 games show in May. But reports claim it isn't the successor to the GBA or GameCube. So what, in the name of Shigsy, is it? Our current best guess is Nintendo's original console, the NES, redesigned with loads of old games built in. Whatever it is, we reckon it'll be out in 2004.

According to industry paper *MCV*, there are also strong rumours of both a new home console for the end of the year and a new handheld launching before Sony's PSP at the end of 2004.

Sony's hard-drive-enhanced PS2 hybrid, the PSX, is just out in Japan.

SONY

The Portable PlayStation (PSP) is almost certain to be fully playable at E3. Latest reports suggest a price of £250. That's expensive for handhelds as we currently know them, but when you consider the machine will include music and video playback as well as near-PS2 quality games it starts to look much more reasonable. There are also strong rumours that PlayStation 3 will be announced at E3 and that it will feature *Eye Toy*-style motion-sensing abilities.

GAMECUBE 2 INFO BOX

FROM: Nintendo
CODENAME: N5
FACTS
-IBM will make the chip set for it.
- Nintendo claim it will come out before its rivals
RUMOURS
- It'll actually be out in 2006
- Mario 128 will be a launch game
- It'll be the same platform as Xbox 2

One thing that's emerging for this next wave of the console war is that it's going to be a race to be first out, as well as a scrap to be the most powerful games machine. But don't haul your shiny new Xbox, PS2 or Cube to the car boot sale just yet. The current best guess on a timescale for the next generation of consoles sees them coming out in late 2005. Which means we probably won't see any of them in the UK until 2006. That's a good two years of quality gaming! And in the meantime we'll be first with all the news and drool-inducing pics

FIVE OTHER THINGS THAT'LL BE HUGE IN 2004!

As well as new hardware, expect this lot to loom large in 04...

1. ONLINE GAMING

Expect Xbox Live and PS2 Online to slug it out to get up your broadband pipe.

2. SONG AND DANCE

You'll barely be able to turn on your console without holding a mic and dancing like a twat.

3. HANDHELDS

PSP out in Japan, a new N-Gage rumoured for E3 and don't expect Ninty to let their kung fu grip on the handheld market lessen either.

4. SWEARING AND VIOLENCE

Unpleasantness set to rise by 85% as it's conclusively proved that swearing is clever and violence is good for you.

5. JUNGLES

MGS3, *Splinter Cell PT* and a host of imitators chuck out dull old 'inside' in favour of fecund foliage.

p.10 **ZELDA BONUS**
Nintendo have gone mental! They've now decided to just give games away with the GameCube. Find out just what's on their ace bonus disc!

p.11 **GRAND THEFT ARNIE**
He's not even gone and he's back already. We've got the latest details on the incredible new premise for the new *Terminator* game.

p.14 **READER AWARDS**
Want to have your say on what was good, bad and mad in 2003? Get involved with our GM Awards

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50 CENT: THE GAME

50 Cent – just don't call him Rayman

» Have Rockstar signed up Hip Hop heroes?

First Snoop Dogg and now 50 Cent, Dr Dre and Eminem. It seems all our favourite hip hop stars are queuing up to get involved in videogames.

Yep, in the best piece of news since the D-O-Double-G was revealed as a secret character in *True Crime* (that'll be last month, then), 50 Cent has revealed that he's working on a game that'll star Dr Dre and Eminem.

Many games starring rap stars have been crap beat-'em-ups, but our hopes are high for this one as Mr Cent has told a San Francisco radio station that the game would be an action game like *Grand Theft Auto*.

And in the most incredible news, it is rumoured that Rockstar could be making the game! Eminem was signed up by Conspiracy Entertainment to make a game called *Mix TV Presents: Eminem*, but apparently he pulled out of the deal. Conspiracy main man Keith Tanaka said "We were not aware of any problems until we started getting press on our new product. Then we started hearing rumours about him negotiating a better deal with Rockstar."

GM hopes this is true. Imagine *GTA* with 50 Cent instead of Tommy Vercetti. Please let it be so.

MIX TV PRESENTS EMINEM

If Eminem has pulled out of a deal with Conspiracy to make a *GTA*-style game with 50 Cent and Dr Dre, it sounds like a good move. *Mix TV Presents: Eminem* was to be a puzzle game which has you putting together segments of his videos. Sounds rubbish!

PLAYING THE RAP GAME

Rappers love games. It's official. There are loads of hip hop stars who are on the game, with varying results.

Yo! Strictly PSone old-skool. More pixel than bling.

GAME: *Wu Tang Clan: Taste The Pain*
STARRING: The Wu Tang Clan
WHAT'S UP: The clan show off their Shaolin skills in one of the worst beat-'em-ups ever.

It was one big, extremely violent Hip Hop house party

GAME: *Def Jam Vendetta*
STARRING: Redman, Method Man, Ludacris and lots of other Def Jam rappers
WHAT'S UP: The Def Jam Cru get in the ring for a pretty good grapple. Not as good as *SmackDown!*

Snoop keeps it West Side for Activision crime game.

GAME: *True Crime: Streets of LA*
STARRING: Snoop Doggy Dogg
WHAT'S UP: Snoop stars as an unlockable character. Play as him in Dogg Patrol mode and solve crimes.

Even more fighting! What is it with thse Hip Hop types?

GAME: *Celebrity Deathmatch*
STARRING: Busta Rhymes
WHAT'S UP: Woo-Hah! Busta fights Marilyn Manson and other celebs in a woeful beat-'em-up.

STOP PRESS! THERE NO LEVEL FOUR OR FIVE KILLS IN MANHUNT. SO STOP LOOKING, ALL RIGHT?!

VIRTUA ROLE PLAYER

» First shots of the *Virtua Fighter* RPG!

Rumoured since the days when they still made consoles (sob), Sega have now released the first hard facts and screens of their long awaited *Virtua Fighter Quest* RPG. Now retitled rather clunkily *Virtua Fighter Cyber Generation: Ambition of the Judgement Six* it's been confirmed on PS2 and GameCube for a Japanese release next summer.

Looking every bit like an action RPG, it's being worked on by Makoto Osaki, best known for his involvement with *Shenmue 2*. Set in a future floating city made up of seven islands called Acropolis, you play Sei, a treasure hunter who's being pursued by evil multinational types, the Judgement Six.

So where are the usual *Virtua Fighter* cast we know from the venerable beat-'em-up? There's no news yet but we'd be the Official Magazine of Gaming Amazement if they didn't pop up among the action RPG style scrapping. More as soon as we get it.

It's a bunch of kids with big heads. Where's the VF crew?

Something tells us this is about to get ugly.

Has Sarah has a blue rinse? Has Jeffrey had a makeover?

A turn-based game based on a beat-'em-up. Krrrazzzy!

The *VF* series never had this sort of lighting effect before.

SCANDAL MONGER

PARADISE IS A POOL CUE

Screenshots have emerged showing Ignition's first next-gen *Archer Maclean* pool game in action. *Pool Paradise* is due out around March time on the PC, PS2, Xbox and GameCube and lets you play play a serious game of pool as well as on themed tables in the Stunt Hut.

Hey look, you're on a heavenly beach! Let's play some pool...

UNLEASHED TOO SOON

Due to us having two left feet and dancing like a sozzled uncle at a wedding, we somehow managed to review *Dancing Stage Unleashed* on Xbox in *GM*140 when we actually meant to review *Dancing Stage Fever* on PS2. *Dancing Stage Unleashed* is actually due to come out in the UK in March and we'll review it then. Apologies to Konami for the cock-up.

XBOX LIVE XTRA COSTS

For the first time, Microsoft is charging American gamers to download additional content from Xbox Live. *MechAssault*'s two new multiplayer game types and three new maps will set players back $4.99. The beginning of the end of free downloadable Xbox Live content perhaps?

Want more mech mangling fun? Then you might have to start paying.

ROOM OF DOOM

Konami US is copyrighting the name "Silent Hill: The Room", implying that this will be the title that the impending fourth game in the series will go by. It was confirmed at the start of 2003 that Konami are working on the game – and with *Silent Hill*'s track record for gore, we'd be willing to bet that this "room" isn't one you'd particularly want to end up in in real life.

ZELDA BONUS DISC BONANZA

» Four (and a bit) *Zelda* games for free!

Spurred on by the success of GameCube following its price drop and the release of *Mario Kart: Double Dash!!*, Nintendo have chucked another incentive at gamers who have yet to buy the console.

The basic £80 GameCube package now comes bundled with four free *Zelda* games on a disc entitled the *Zelda Collector's Edition* bonus disc. Admitedly, they're not the latest games – in fact, they're re-releases of two old NES games and two N64 games – but it's still an amazing bargain and something that *Zelda* fans will love. The bonus disc will also remain available in the *Mario Kart: Double Dash!! Limited Edition Pack*, another great console package at £99. Win one on p.14.

Of course, if you've already got a GameCube and want the *Zelda* bonus disc, there's still a way to get your mitts on it. It's now available in the Nintendo 'Stars' catalogue and will set you back a pretty steep 4500 stars. Bah.

THE LEGEND OF ZELDA (NES)

FIRST RELEASED: 1987

The Legend of Zelda was the game that launched the series back in the early days of the NES. Dreamed up by the supremely talented Shigeru Miyamoto, the game was basic by comparison to today's RPGs, but still a work of genius. The puzzles aren't too tough and the graphics are, well, from 1987, but the Zelda charm is still intact, as is the familar music. Above all, it's great to see how the series began all those years ago.

OVERALL 75%

FULL GAME!

THE ADVENTURE OF LINK (NES)

FIRST RELEASED: 1988

The second game in the *Zelda* series tried to be a bit different to the first by having side-scrolling sections and battles, although the exploring bits were still viewed top-down. It definitely lost something in its conversion to side-scroller. There are some classic moments – like the final boss battle – but this was one of the weakest games in the series.

OVERALL 70%

FULL GAME!

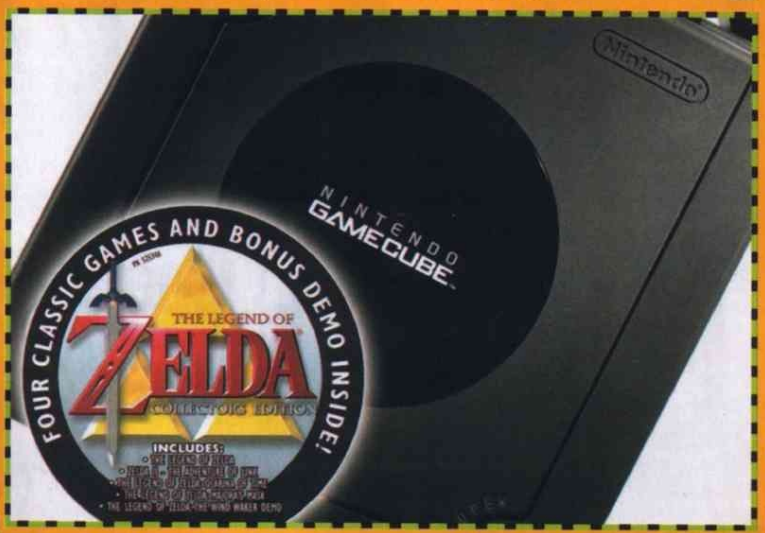
OCARINA OF TIME (N64)

FIRST RELEASED: 1998

Ocarina of Time was to the *Zelda* series what *Mario 64* was to the Mario games. A complete revolution. The Land of Hyrule is a sprawling play area, that you can just wander around for hours, constantly finding new things and salivating at the areas yet to be opened. It's still one of the most believable worlds ever created in a videogame. Incredible.

OVERALL 94%

FULL GAME!



So there you have it – four complete Zelda games. The set is only incomplete with the absence of the SNES *Zelda: Link to the Past*. But then, that's out on the GBA, so you can't blame Ninty for not wanting to give it away for free. It's still a brilliant disc to own – make sure you get yours before they run out..!

MAJORA'S MASK (N64)

FIRST RELEASED: 2000

The clever part of *Majora's Mask* is it's all about listening and learning as you keep playing the same three days over and over, wearing different masks to get different information. The game uses the same engine as *Ocarina of Time* and so didn't make such a huge impact, and it's based more around mini-games and quests than an overall epic plot. As such, it's a classic, but not quite up to the standard of the previous *Zelda*.

OVERALL 91%

FULL GAME!

THE WIND WAKER (GC)

FIRST RELEASED: 2003

You look back at all the *Zelda* games and it almost brings a tear to your eye to think how far they've come. *The Wind Waker* is a beautiful cel-shaded adventure, packed with endearing characters and full of adventures. It's not as huge as Ocarina of Time, but it's a finely crafted masterpiece. Play the demo and just try to stop yourself going out and buying it.

OVERALL 97%

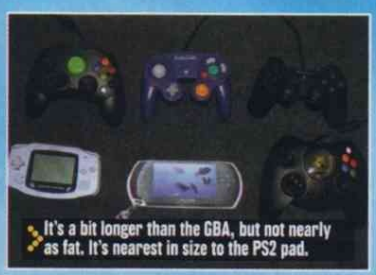
DEMO!

HOW BIG IS THE PSP?

» Sizing up Sony's handheld with one we made earlier!

We gave you all the lowdown on the Sony PSP last issue, including first shots of the prototype. But you may have been wondering what it'll look like in your hands and how big it'll be in comparison to your trusty GBA. *GM* endeavours to answer all your size-related queries with the help of a handy life-sized model lovingly created with sticky-backed plastic. Unfortunately it was still too big and heavy for Tom to pick up. Bless.

The PSP is compact and portable, but not compact enough for folk like Tom East...



It's a bit longer than the GBA, but not nearly as fat. It's nearest in size to the PS2 pad.

It's the perfect size to hold – and to let Ali show off her manicure...

NIGHTMARE FOR NOKIA

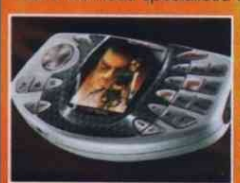
» Hackers crack the N-Gage

Hackers have cracked the copy-protection codes on Nokia N-Gage games and put them on the internet for download.

Cracked versions of the games can be installed and played on any phone that uses the same basic operating system, Series 60, used in the N-Gage.

This is bad news for Nokia. The phone has already reportedly sold badly since its release and the company expects to make most of its money on the games and not the phone itself.

However, Nokia points out that downloading its games from the internet isn't straightforward – anyone wanting to do it will need specialised tools and skills.



It also says that it's working to develop copy protection mechanisms that make future games more difficult to hack.

THE BIGGEST NEWS FIRST! • THE BIGGEST NEWS FIRST! • THE BIGGEST NEWS FIRST! • THE BIGGEST NEWS FIRST! • THE BIGGEST NEWS FIRST

VICE CITY ONLINE!

Massively Multiplayer *GTA* is here!

It has to be one of the best hacks ever – a patch that enables you to play *GTA: Vice City* online with up to 96 players. Yes, that's 96 people tearing up the town – the possibilities are endless. And the in-game chat system means you can mock your victims' bloody corpses. Amazing.

This hack is only for the PC version of the game – bah – and is completely unofficial. But those hard-working hackers have managed to implement loads of top features. You've got 70 player skins to choose from, a scoreboard, a new speedometer and selectable time and weather. You can even have more than one person in a car.

If you fancy trying out multiplayer *Vice City* for yourself, just head over to the GTA Tournament website, which is at http://gtat.tk.

Going for a late ride is more enjoyable with some pals.

Up to 96 people can now swarm Vice City. Mayhem?

Show off your driving skills and unique stunts to other players online.

THE STATE OF THE HAITIAN!

Vice City accused of racism...

The US Haitian community has accused Rockstar of racism, saying that *Vice City* encourages players to kill Haitians. A protest is currently being held outside New York's City Hall.

The accusations were made after CBS News ran a feature claiming 'players are instructed to kill an entire ethnic group'. Haitian protesters say that Haitians in the game are stereotyped as thugs, thieves and drug dealers.

Rockstar has issued a statement saying that it takes the claims very seriously and had no intention of offending any ethnic groups. It also, quite rightly, points out that the things said by fictional characters in the game have been taken out of context.

Stupid Quote of the Month

I think you have to have a **strong mind** to be able to play this game and not want to **go out and kill people.**

Vice City fan to CBS News.

NEW PS2 EYE-SPY GAME

Spy Fiction in Spring

Spy Fiction, a first game for makers Access Games, will be released exclusively on the PS2.

The game combines stealth and action, and was just too late to make it into *GM*'s big 2004 preview special. It includes all sorts of espionage gear – from a hang-glider to a device that turns you invisible (surely a spy's dream come true).

A firm UK release date hasn't been announced yet, but watch this space.

It's got a comic-book appearance.

Your character has all sorts of gadgets.

Take control of any futuristic vehicle you like to attack the machines.

You can walk or drive, using a variety of weaponry.

GRAND THEFT ARNIE

Terminator 3 gets redeemed!

Atari has announced it's working on a second *Terminator 3* console game, entitled *Terminator 3: Redemption*. A demo of the game is included with the recently released (and terminally bad, see pg115) *Terminator 3: Rise of the Machines*.

The interesting thing is, *Redemption* is looking a lot like a *GTA* type of game. Set in the machine-infested post-apocalyptic world, you once again play as Arnie, but this time have the freedom to roam and explore at will from a third-person view. Not only that, but you can jump into any vehicle that's passing and leap from one futuristic car to another, taking out the driver with a gunshot to the head.

It not only looks much better than *Rise of the Machines*, but it actually looks as though it could be a lot of fun to play as well. It's due for release this summer on the PS2, Xbox and GameCube. We'll be back with more news as soon as we get extra details and shots.

DROP IDOL

Rugby games kicking for victory...

As if by magic, just after we won the Rugby World cup (sorry Welsh, Scottish and Irish fans – by 'we' we mean England), this shot of Johnny Wilkinson scoring the winning drop goal has turned up.

These are the first shots of *Pro Rugby Manager 2004*, a Rugby management game out on PC in March. And it seems that since the World Cup, Rugby games are getting all popular. EA's *Rugby 2004* is in the charts at number 23 and Acclaim have announced *World Championship Rugby*. Now all we need is Konami to make *Pro Evolution Rugby* and we'll all be happy. Apart from Rugby League fans, that is.

Apparently this is a recreation of Wilko's winning kick – nice weather!

SCANDAL MONGER

WHATEVER PSH?

By the time you read this, Sony's PSX will be out in Japan. This beefed up version of the PS2 plays games as normal but also boasts a huge hard drive and DVD recording functionality. No release date has been announced for the UK, but it's expected by summer this year and is likely to cost between £400 and £600.

VIEWTIFULLY EASY

Capcom have released a special edition of *Viewtiful Joe*, entitled *Viewtiful Joe Revival*. This special edition contains a new Sweet Mode, which is an easy difficulty mode (for rubbish players).

PUSHED FAR BACK

The release of Ubisoft's sci-fi shooter, *Far Cry*, has slipped to early 2004. Originally scheduled for the end of 2003, Ubisoft has brought in several new developers in an attempt to hit a March 2004 release date.

Far Cry slips on gaming's famous dog turd right into 2004. Curses.

FIGHTBOX FLOPS

BBC3's real-life *Tekken*-esque TV combat programme, *Fightbox*, is proving to be something of a failure. The programme, which has cost somewhere between £3-4 million to make, attracts an average of 22,000 viewers, meaning the show costs around £136 per viewer. A computer game based on *Fightbox* is due out in February.

A SPIKEY PROBLEM

Sony have confirmed that *Sonic Heroes* won't be out in time for Christmas, as if you hadn't guessed the fact it isn't in the shops right now. Instead the team have decided that they want to spend more time buffing up the blue one's first appearance on PS2 and so it now looks more likely that he will appear in February.

FAY BULL?

After month of rumours circulating the net like lawyers around a cracked paving stone, it now looks almost certain that *Fable* – the Xbox RPG from Lionhead lord Peter Molyneux – will also appear on the PC. While nothing is concrete at the moment, the cement is definitely drying and Microsoft haven't pulled their foot out yet.

THE BIGGEST NEWS FIRST! • THE BIGGEST NEWS FIRST! • THE BIGGEST NEWS FIRST! • THE BIGGEST NEWS FIRST! • THE BIGGEST NEWS FIRST!

LITTLE WONDERS!

Sonic, Max and Mickey all head to GBA

While the desk-breaking heavyweights of the console world are slugging it out over becoming the Christmas number one, the cheeky little GBA has nipped ahead of the lumbering beasts to reveal how it still has plenty more top titles stuffed up its tiny sleeves. And what a collection of software has spilled from the small chap's cuffs. From big name and currently chart-topping console conversions to old school remakes and original efforts, it's time to fill yer boots. And yer pockets. And any bags yer might be carrying.

SONIC BATTLE From: Sega Out: Feb

Sonic and eight friends duke it out in this four player fighter, developing new skills and special attacks to become top hedgehog.

The Story mode allows you to build up your warrior and develop a fighting friend as well.

You can link your GBA with three others and kick lumps out of your mates.

SABRE WULF From: THQ Out: 12th March

The 8-bit classic has been transformed into a huge platformer, so as the elderly Sabreman you can capture animals to make traps to stop the evil Wulf.

There is a four-player battle mode planned but it remains under wraps.

Porcupines can be used to stop the Wulf chasing you back to your tent.

MAX PAYNE From: Rockstar Out: Spring

The unluckiest man on Earth shrinks to an isometric shooter that promises ten hours of blasting play and even slo-mo rolling and diving.

Expect bottles to burst and blood to splatter all around once the lead starts flying.

The Bullet Time keeps going as long as you are killing, making your shot more accurate.

DOUBLE DRAGON From: Atlus Out: TBC

The Lee brothers return for some more old-school two-player brawling complete with bikes, poles, swords and chains.

The two-player mode means linking two machines and two carts together.

An all-new solo Survival mode has been added to keep you playing.

KINGDOM HEARTS: CHAIN OF MEMORIES From: Square Out: TBC

Following the story on from the PS2 version, Sora's adventures through Disney's lands continue in this action RPG.

A card system has been included for the special attacks and summonses.

Defeating dark enemies and collecting orbs will help you power up Sora.

DUTCH DEVELOPERS PLAYLOGIC INTERNATIONAL ARE WORKING ON THE FIRST CONFIRMED PSP GAME, ENTITLED PSP RACER!!

WHERE THERE'S A WILL...

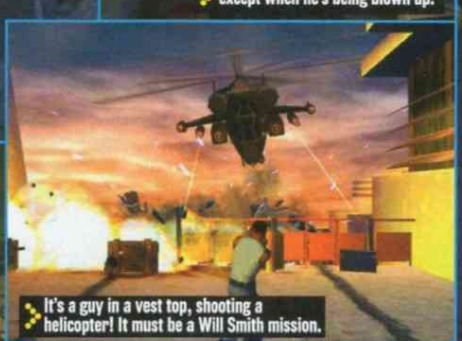
Check out the first Bad Boys 2 screens!

Will Smith hasn't had much luck with games. The usual deal has Mr Smith making half-decent films like *Men in Black* and *Independence Day* and then they get turned into crap games. *Bad Boys 2* looks as though it might be different.

Based on the second film, you'll be playing as both Will Smith's and Martin Lawrence's cop characters (Mike Lowry and Marcus Burnett) as they investigate a major drugs problem in Miami. You can switch between the characters, using Lawrence for the sensible stealthy sections and Smith for the big shoot-outs.

And seeing as the film is even more violent then the first one, we can expect loads of explosions and bloody deaths. *Bad Boys 2* is released on PS2, Cube, Xbox and PC in February.

Everyone wanna be like Mike, except when he's being blown up.



It's a guy in a vest top, shooting a helicopter! It must be a Will Smith mission.

It's the most explosive double team fun since *Head Over Heels*.

Instead of tricking just for scores, there's a race on.

It does look just like *Jet Set Radio* i.e. brilliant.

We hope the arcade game's four-player mode is kept on.

KING HELL!

Arcade skating comes to Xbox with *Ollie King*

Sadly, this isn't the story of our favourite ex-Games Editor Hurley becoming monarch of all he surveys. Nope, this is the news that arcade skater *Ollie King* is on its way. Developed by the same boys behind *Jet Set Radio Future*, it should be here within the year.

ATARI CONFIRM ANOTHER DRAGON BALL Z BEAT-'EM-UP FOR THE GBA!

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GM AWARDS 2004

>> What's your Game of the Year?

Seen *GM*'s Top 50 Games of 2003 yet? If not, head to page 58 now and we'll see you back here in half an hour and we'll make tea and eat biscuits. Mmm, nice Jaffa cake... Sorry, what was that dear reader? You can't arseing believe that little green pixie is sitting at the top?

Okay, well here's your chance to strike back and tell us what you think should be number one game. Or you can say you're so right *GamesMaster*, I agree with your every word. So get your votes in now for your best and worst stuff. Not only will you be in with a chance of winning a new console, but we'll also let you swear if the game you chose didn't make it in.

VOTE & WIN GAMECUBE PACK

BEST GAME OF 2003

BEST PS2 GAME OF 2003

BEST XBOX GAME OF 2003

BEST CUBE GAME OF 2003

BEST GBA GAME OF 2003

BEST PC GAME OF 2003

BEST MULTI-PLAYER GAME OF 2003

BEST ONLINE GAME OF 2003

BEST PIECE OF KIT/HARDWARE OF 2003

BEST GRAPHICS

BEST MOVIE ADAPTATION

BEST SOUNDTRACK

YOUR MOST WANTED GAME FOR 2004

BEST CHEAT/SECRET OF 2003

BEST MOVE OF 2003

HARDEST GAME OF 2003

HARDEST BOSS OF 2003

FAVOURITE TERM OF ABUSE IN A MULTI-PLAYER GAME

HERO OF THE YEAR

VILLAIN OF THE YEAR

THE SOLID SNAKE AWARD FOR THE CRAPPEST HAIR

SEXIEST GAME CHARACTER

BEST CELEBRITY APPEARANCE IN A VIDEOGAME

BARGAIN OF THE YEAR

BIGGEST DISAPPOINTMENT OF 2003

PLEASE DON'T MAKE ANY MORE ******** GAMES**

WORST GAME OF 2003

HOW TO VOTE

1. WRITE TO US
Scribble down your answers on the form (remembering to vote only for games that have been released in 2003) and send it to GM Awards 2004, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW. Or if you don't want to cut up the mag, copy it all down onto a piece of paper and send it to us.

2. E-MAIL US
Title your E-mail GM Reader Awards 2004 and send it to gamesmaster@futurenet.co.uk. Closing date: 31/01/04.

YOUR DETAILS

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Age .....

Address .....

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Phone Number .....

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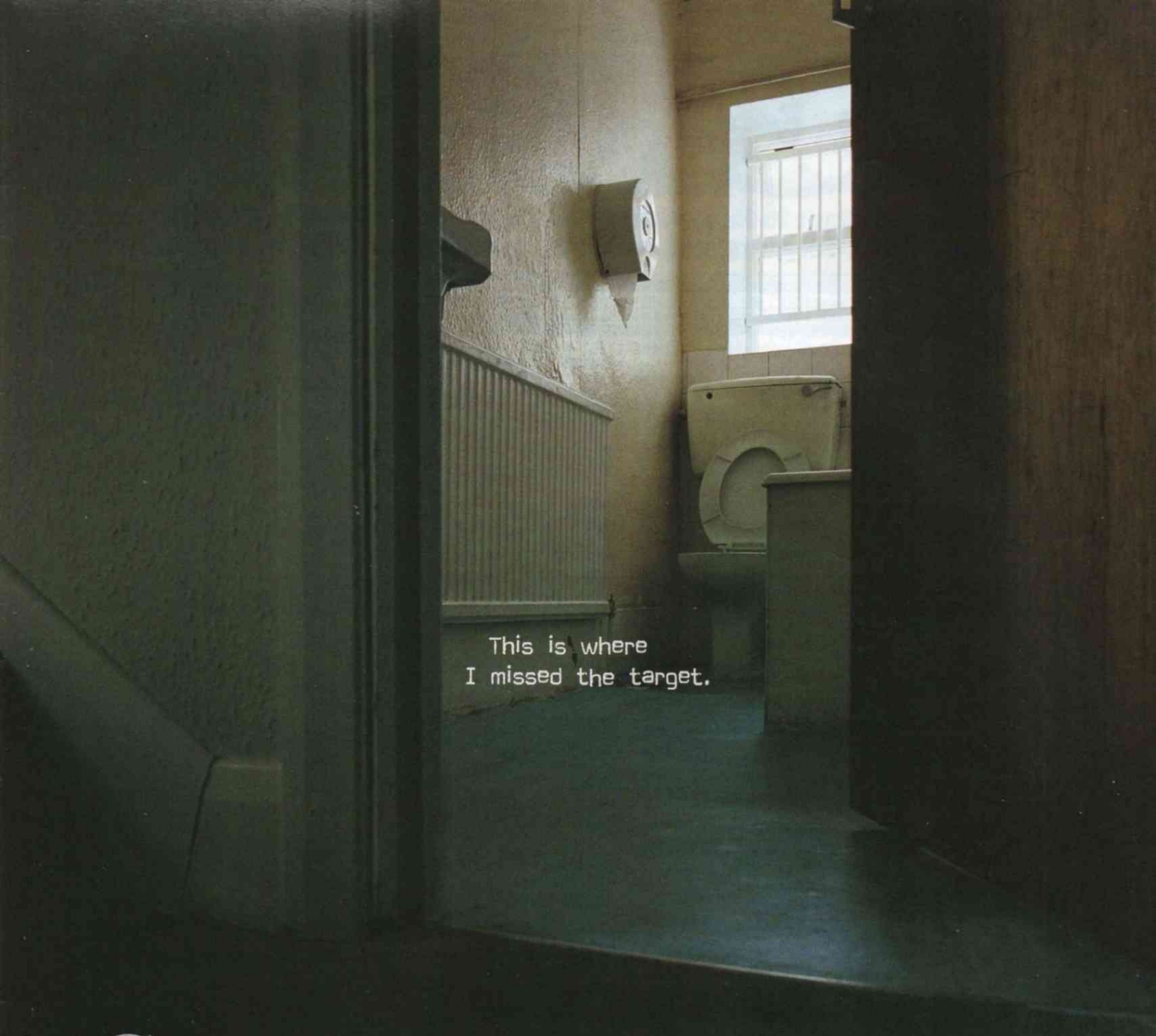

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CHARTS

Want to know what titles are flying off the shelves of your local games shop? Find out with the only chart that counts!

Software charts compiled by ChartTrack, ©2003 ELSPA (UK) Ltd.
www.elspa.com Words: Bethan Ingram

UK TOP 20 GAMES CHART

ChartTrack
GM uses the ChartTrack chart – the only chart officially recognised by the UK software industry. Get the full 20 in GM every month! It's the only chart that counts!

NO.	GAME	WHAT'S IT ALL ABOUT?	FORMAT	PUBLISHER	PREVIOUS POSITIONS: Last week	2 weeks ago	3 weeks ago	Weeks on chart
1	FIFA 2004	There's no shifting those authentically-named footballers from the top	PS2, GC, XB, PSone	EA	1	1	1	5
2	Need for Speed: Underground	Arcadey racing fun with day-glo stickers and go-faster stripes. Nice	PS2, GC, XB	EA	-	-	-	1
3	LOTR: Return of the King	Find out what happens in the third part before you've seen the film	PS2, GC, XB, GBA	EA	4	-	-	2
4	True Crime: Streets of LA	*GTA*'s poor cousin relies on famous rappers rather than honest worth	PS2, GC, XB	Activision	2	3	-	3
5	Tony Hawk's Underground	Do combos, grinds and specials – then go and nick a shopping trolley	PS2, XB, GC, GBA	Activision	-	-	-	1
6	Championship Manager 03/04	Be a football god without having to fall in the mud and get trodden on	PC	Eidos	-	-	-	1
7	The Simpsons: Hit and Run	Get to drive around Springfield as everyone's favourite yellow people	PS2, XB, GC, PC	Vivendi	6	4	8	4
8	WWE SmackDown! HCTP	Direct your career, cause lots of pain and wear very, very tight pants	PS2	THQ	5	2	-	3
9	Finding Nemo	Swim, go faster, poke things... it's an undersea world of adventure	PS2, XB, PC, GBA	THQ	7	6	4	8
10	Mario Kart: Double Dash!!	Wahey! It's back! Make your friends suffer the ignominy of defeat	GC	Nintendo	3	-	-	2
11	Harry Potter: Quidditch	The most realistic rendering of a fictional sport we've ever seen	PS2, GC, PC, GBA	EA	8	19	-	3
12	Dance: UK	It's a disco in your own home – and you've got more chance of scoring	PS2, PSone	Big Ben	12	12	15	5
13	Pro Evolution Soccer 3	It may have dropped to mid-table but *Pro Evo* is still the sim to beat	PS2, PC	Konami	10	7	2	6
14	SSX 3	Gravity-defying snow stunts and trendy-looking 'boarders. Swish!	PS2, XB, GC	EA	9	5	3	4
15	Manhunt	Eeew – you did *what* with a crowbar? Hugely nasty but hugely good	PS2	Take 2	-	-	-	1
16	Pop Idol	Success or abject failure measured by your natural sense of rhythm	PS2, PC, GBA	Codemasters	16	-	-	2
17	Eye Toy: Play	Proving to be a game with legs – and arms, and with a party hat on	PS2	Sony	15	11	12	19
18	The Sims: Makin' Magic	Get on in your career by casting spells. Who said real life is boring?	PC	EA	11	8	6	4
19	Tiger Woods PGA Tour 2004	Go for a walk in the park and try not to lose anything down little holes	PS2, XB, PC, GC	EA	14	10	5	9
20	Harry Potter: Chamber of Secrets	Harry clocks up a whole year in the charts – give him a gold star	PS2, PSone, PC, GBA	EA	20	19	17	52

US CHARTS

A poor showing for Mr Gates this month, with nothing in the chart for either PC or Xbox. Maybe 'holiday season' gives his workers a break from corporate responsibility...

US CHARTS

No.	Game	Format
1	Super Mario Bros. 3	GBA
2	Tony Hawk's Underground	PS2
3	MOH: Rising Sun	PS2
4	Yu-Gi-Oh! The Sacred Cards	GBA
5	Final Fantasy X-2	PS2
6	LOTR: Return of the King	PS2
7	Jak 2	PS2
8	Mario Party 5	GC
9	Madden NFL 2004	PS2
10	Harry Potter: Quidditch	PS2

GLOOM

It's dark, it's scary and your Mum's *really* not going to like it, but *Manhunt*'s more than just a gory bloodfest (though it certainly is that). You'll use your brain as well as your baseball bat. And your meat cleaver. And your hammer. Follow the White Rabbit...

▲ This is not a good look. If you've managed to let this many Hunters get on your case, you're pretty doomed.

▲ The idea is to sneak up on them, one at a time. Then they stop acting quite so tough and tend to beg for mercy. Wimps.

ZOOM

Join the Wayne-and-Tracey school of style as you camp up your Honda Civic with paint jobs and decals for the nocturnal tyre-burner. Hey, just go with the flow – a million Texan rednecks can't be wrong. Hang on to your mullet and enjoy the ride.

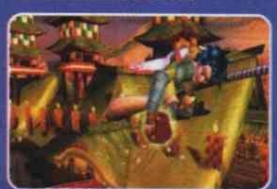
▲ The idea is to make your car look as ridiculous as possible, then drive it recklessly through the city.

▲ The effect is not conspicuously 'underground', but you don't need realism to have loads of fun.

BROOM

Okay, it's not real. And it wouldn't work as a proper game. Even if it was possible to fly on broomsticks. But let's suspend disbelief here – after all, would you rather be a boy wizard or a Sunday League football player? Be honest now.

▲ For some reason, the Quaffle never drops to the ground between passes. How unrealistic is that? Tsk.



▲ This being the World Cup, the action moves beyond Hogwarts. The foreign stadiums are very, er, authentic.

JAPAN CHARTS

We're pleased to see the Japanese version of *Wario Ware* in at Number 10 – it would be worrying if such quintessentially Japanese lunacy didn't go down equally well over there.

JAP CHARTS

No.	Game	Format
1	Slime Mori Mori Dragon Quest	GBA
2	Mario Kart: Double Dash!!	GC
3	Siren	PS2
4	Busin 0: Wizardry Alternative	PS2
5	Super Robot Taisen Scramble	PS2
6	Taikou No Tetsujin	PS2
7	Sister Princess 2 Premium Fan	PS
8	NBA Live 2004	PS2
9	Pride GP 2003	PS2
10	Atsumare!! Made in Wario	GC

COMING SOON

Each month GamesMaster brings you the most up-to-date release schedule there is, so you can find out exactly what's on the horizon for your chosen format.

DECEMBER

19th	THE SIMS: BUSTIN' OUT	EA	NONE	GBA
19th	ASTERIX AND OBELIX	Atari	NONE	GC
19th	ASTERIX AND OBELIX	Atari	NONE	PS2
19th	TRAIN SIMULATOR 2	Microsoft	NONE	PC
26th	BATMAN: DARK TOMORROW	Kemco	NONE	PS2

JANUARY

1st	NEED FOR SPEED UNDERGROUND	EA	NONE	GBA
16th	CROUCHING TIGER, HIDDEN DRAGON	Ubisoft	NONE	XB
16th	SHADOWBANE	Ubisoft	NONE	PC
16th	RAINBOW SIX 3: ATHENA SWORD	Ubisoft	NONE	PC
23rd	CYBERGROOVE	4AM	NONE	PC
30th	ARC: TWILIGHT OF THE SPIRITS	Sony	NONE	PS2
30th	DRAGON'S LAIR 3D	Ubisoft	NONE	XB
30th	FLIPNIC	Ubisoft	NONE	PS2
30th	ALIAS	Acclaim	NONE	PC
30th	DYNASTY WARRIORS 4 XTREME LEGENDS	Koei	NONE	PS2
30th	EVERQUEST 2	Ubisoft	NONE	PC
30th	LMA MANAGER 2004	Codemasters	NONE	PS2
30th	LMA MANAGER 2004	Codemasters	NONE	XB
30th	MX UNLEASHED	THQ	NONE	PS2
30th	MX UNLEASHED	THQ	NONE	XB
30th	YU-GI-OH! THE SACRED CARDS	Konami	NONE	GBA

FEBRUARY

6th	UNREAL 2: THE AWAKENING	Atari	NONE	XB
6th	UNREAL TOURNAMENT 2004	Atari	NONE	PC
6th	X2: THE THREAT	Deep Silver	NONE	PC
13th	RISK: GLOBAL DOMINATION	Atari	NONE	PS2
13th	WHIPLASH	Eidos	NONE	PS2
13th	WHIPLASH	Eidos	NONE	XB
13th	WHITEDAY	4AM	NONE	PC
14th	GANGLAND	Whiptail	NONE	PC
20th	FALLOUT: BROTHERHOOD OF STEEL	Vivendi	NONE	PS2
20th	FALLOUT: BROTHERHOOD OF STEEL	Vivendi	NONE	XB
20th	NEIGHBOURS FROM HELL 2	Big Ben	NONE	PC
20th	PETER PAN	Atari	NONE	GBA
20th	SACRED	Koch	NONE	PC
27th	ATARI 80 CLASSIC GAMES	Atari	NONE	PC
27th	HORIZONS: EMPIRE OF ISTARIA	Atari	NONE	PC
27th	KYA: DARK LINEAGE	Atari	NONE	PS2
27th	TONKA FIRE FIGHTER	Atari	NONE	PC
27th	TONKA TOWN	Atari	NONE	PC
28th	CASTLEVANIA	Konami	NONE	PS2
28th	CY GIRLS	Konami	NONE	PS2
28th	CYPHER	Mindscape	NONE	PC
28th	DANCING STAGE UNLEASHED	Konami	NONE	XB
28th	DEADLY SKIES	Konami	NONE	PS2
28th	DRIFT RACER: KAIDO BATTLE	Sammy	NONE	PS2
28th	JOURNEY TO THE CENTRE OF THE EARTH	GMX	NONE	PC
28th	KILL SWITCH	Sony	NONE	PS2
28th	MOJO!	Mindscape	NONE	PS2
28th	MOJO!	Mindscape	NONE	XB
28th	SONIC BATTLE	THQ	NONE	GBA
28th	SPHINX AND THE CURSED MUMMY	THQ	NONE	GC
28th	SPHINX AND THE CURSED MUMMY	THQ	NONE	PS2
28th	SPHINX AND THE CURSED MUMMY	THQ	NONE	XB
28th	SPY HUNTER 2	Midway	NONE	PS2
28th	SPY HUNTER 2	Midway	NONE	XB
28th	TEENAGE MUTANT NINJA TURTLES	Konami	NONE	GC
28th	TEENAGE MUTANT NINJA TURTLES	Konami	NONE	PC
28th	TEENAGE MUTANT NINJA TURTLES	Konami	NONE	PS2
28th	TEENAGE MUTANT NINJA TURTLES	Konami	NONE	XB
28th	UNIVERSAL COMBAT	Mindscape	NONE	PC
28th	THE ENTENTE: BATTLEFIELDS OF WW1	GMX	NONE	PC
28th	WORLD CHAMPIONSHIP POOL 2004	Jaleco	NONE	GC
28th	WORLD CHAMPIONSHIP POOL 2004	Jaleco	NONE	PC
28th	WORLD CHAMPIONSHIP POOL 2004	Jaleco	NONE	PS2
28th	WORLD CHAMPIONSHIP POOL 2004	Jaleco	NONE	XB

MARCH

5th	BC	Microsoft	NONE	XB
5th	DEUS EX: INVISIBLE WAR	Eidos	NONE	PC
5th	DEUS EX: INVISIBLE WAR	Eidos	NONE	XB
12th	KNIGHTSHIFT	Deep Silver	NONE	PC
12th	HACK VOL. 1	Atari	NONE	PS2
13th	RAILROAD PIONEER	Big Ben	NONE	PC
19th	CHAMPIONS OF NORRATH	Ubisoft	NONE	PS2
19th	DRIVER 3	Atari	NONE	PS2
19th	DRIVER 3	Atari	NONE	XB
26th	FAR CRY	Ubisoft	NONE	PC
26th	IRON STORM	Wanadoo	NONE	PS2
26th	DEAD MAN'S HAND	Atari	NONE	PC
26th	DEAD MAN'S HAND	Atari	NONE	XB
TBC	AGASSI: TENNIS GENERATION	Mindscape	NONE	GBA
TBC	BOKTAI: THE SUN IS IN YOUR HAND	Konami	NONE	GBA
TBC	CHESS CHALLENGER	Play It	NONE	PC
TBC	FORBIDDEN SIREN	Sony	NONE	PS2
TBC	METAL GEAR SOLID: TWIN SNAKES	Konami	NONE	GC
TBC	PRO RUGBY MANAGER 2004	Digital Jesters	NONE	PC
TBC	SILENT SCOPE COMPLETE	Konami	NONE	XB
TBC	SPAWN: ARMAGEDDON	EA	NONE	GC
TBC	SPAWN: ARMAGEDDON	EA	NONE	PS2
TBC	SPAWN: ARMAGEDDON	EA	NONE	XB
TBC	TAK AND THE POWER OF JUJU	THQ	NONE	GBA
TBC	TAK AND THE POWER OF JUJU	THQ	NONE	GC
TBC	TAK AND THE POWER OF JUJU	THQ	NONE	PS2
TBC	TRIVIAL PURSUIT UNHINGED	Atari	NONE	PC
TBC	TRIVIAL PURSUIT UNHINGED	Atari	NONE	PS2
TBC	TRIVIAL PURSUIT UNHINGED	Atari	NONE	XB
TBC	WORLD CHAMPIONSHIP RUGBY	Acclaim	NONE	PS2
TBC	WORLD CHAMPIONSHIP RUGBY	Acclaim	NONE	XB
TBC	BATTLE MAGES	GMX	NONE	PC
TBC	CHARM OF WAR	Oxygen	NONE	PC
TBC	CONSTRUCTOR	Play It	NONE	PS2
TBC	DELTA FORCE: BLACK HAWK DOWN	Nova Logic	NONE	PC
TBC	DINO HUNTER	Oxygen	NONE	PS2
TBC	DOWNHILL DOMINATION	Codemasters	NONE	PS2
TBC	FAIR STRIKE	Oxygen	NONE	PC
TBC	FINAL FANTASY X-2	EA	NONE	PS2
TBC	FX RACING	Leader	NONE	GC
TBC	FX RACING	Leader	NONE	PC
TBC	FX RACING	Leader	NONE	PS2
TBC	FX RACING	Leader	NONE	XB
TBC	GRAN TURISMO 4	Sony	NONE	PS2
TBC	HALO 2	Microsoft	NONE	XB
TBC	I-NINJA	Sony	NONE	PS2
TBC	ISLE OF MAN TT	Jester	NONE	PS2
TBC	JAMES BOND EVERYTHING OR NOTHING	EA	NONE	GBA
TBC	JAMES BOND EVERYTHING OR NOTHING	EA	NONE	GC
TBC	JAMES BOND EVERYTHING OR NOTHING	EA	NONE	PS2
TBC	JAMES BOND EVERYTHING OR NOTHING	EA	NONE	XB
TBC	JOINT OPERATIONS: TYPHOON RISING	Nova Logic	NONE	PC
TBC	KNIGHTS OF THE TEMPLE	TDK	NONE	GC
TBC	KNIGHTS OF THE TEMPLE	TDK	NONE	PC
TBC	KNIGHTS OF THE TEMPLE	TDK	NONE	PS2
TBC	KNIGHTS OF THE TEMPLE	TDK	NONE	XB
TBC	HE-MAN: DEFENDER OF GREYSKULL	TDK	NONE	GC
TBC	HE-MAN: DEFENDER OF GREYSKULL	TDK	NONE	PS2
TBC	HE-MAN: DEFENDER OF GREYSKULL	TDK	NONE	XB
TBC	MEDAL OF HONOR: PACIFIC ASSAULT	EA	NONE	PC
TBC	MIDNIGHT NOWHERE	Oxygen	NONE	PC
TBC	MIDWAY ARCADE TREASURES	Midway	NONE	PS2
TBC	MIDWAY ARCADE TREASURES	Midway	NONE	XB
TBC	OPERATION: NO RETURN	Oxygen	NONE	PS2
TBC	PACIFIC WARRIOR 2: DOGFIGHT	4AM	NONE	PC
TBC	PARADISE CRACKED	Oxygen	NONE	PC
TBC	POOL PARADISE	Ignition	NONE	GC
TBC	POOL PARADISE	Ignition	NONE	PC
TBC	POOL PARADISE	Ignition	NONE	PS2
TBC	POOL PARADISE	Ignition	NONE	XB
TBC	POWERDROME	Argonaut	NONE	PS2
TBC	POWERDROME	Argonaut	NONE	XB
TBC	PRINCE OF QIN GOLD	GMX	NONE	PC
TBC	R-TYPE FINAL	Metro 3D	NONE	PS2
TBC	RICHARD BURNS RALLY	SCI	NONE	PC
TBC	RICHARD BURNS RALLY	SCI	NONE	PS2
TBC	RICHARD BURNS RALLY	SCI	NONE	XB
TBC	RIFTRUNNER	Digital Jesters	NONE	PC
TBC	RISE TO HONOR	Sony	NONE	PS2
TBC	SHADOW VAULT	Strategy 1st	NONE	PC
TBC	SNIPER ELITE	Wanadoo	NONE	PC
TBC	SNIPER ELITE	Wanadoo	NONE	XB
TBC	SOCOM 2: US NAVY SEALS	Sony	NONE	PS2
TBC	SOLDNER: SECRET WARS	Big Ben	NONE	PC
TBC	SPELLS OF GOLD	Oxygen	NONE	PC
TBC	SPLINTER CELL: PANDORA TOMORROW	Ubisoft	NONE	GC
TBC	SPLINTER CELL: PANDORA TOMORROW	Ubisoft	NONE	PC
TBC	SPLINTER CELL: PANDORA TOMORROW	Ubisoft	NONE	PS2
TBC	SPLINTER CELL: PANDORA TOMORROW	Ubisoft	NONE	XB
TBC	STEAMLAND	Oxygen	NONE	PC
TBC	SYPHON FILTER: THE OMEGA STRAIN	Sony	NONE	PS2
TBC	THE FIFTH DISCIPLE	Cenega	NONE	PC
TBC	THE HAUNTED MANSION	TDK	NONE	GBA
TBC	THIS IS FOOTBALL 2004	Sony	NONE	PS2
TBC	GHOST RECON: JUNGLE STORM	Ubisoft	NONE	PS2
TBC	ZANZARAH: THE HIDDEN PORTAL	Xicat	NONE	GC
TBC	ZANZARAH: THE HIDDEN PORTAL	Xicat	NONE	PS2
TBC	RESTRICTED AREA	4AM	NONE	PC

APRIL

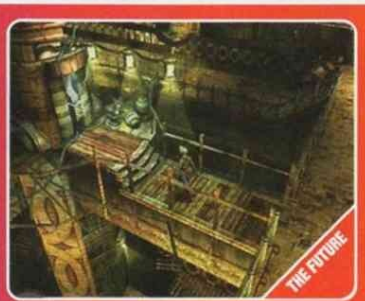
TBC	LEGENDS OF WRESTLING: SHOWDOWN	Acclaim	NONE	PS2
TBC	LEGENDS OF WRESTLING: SHOWDOWN	Acclaim	NONE	XB
TBC	WORLD CHAMPIONSHIP RUGBY	Acclaim	NONE	PC
TBC	NINJA GAIDEN	Tecmo	NONE	XB
TBC	ATLANTIS EVOLUTION	Dreamcatcher	NONE	PC
TBC	DRAKEN GUARD	Square Enix	NONE	PS2
TBC	FABLE	Microsoft	NONE	XB
TBC	I OF THE ENEMY	Enemy	NONE	PC
TBC	KAMEO: ELEMENTS OF POWER	Microsoft	NONE	XB
TBC	RACE DRIVER 2	Codemasters	NONE	XB
TBC	SAM & MAX FREELANCE POLICE	Lucasarts	NONE	PC
TBC	STAR OCEAN TILL THE END OF TIME	Square Enix	NONE	PS2
TBC	SUDEKI	Microsoft	NONE	XB
TBC	TENCHU: RETURN FROM DARKNESS	Activision	NONE	XB
TBC	TRANSFORMERS ARMADA	Atari	NONE	PS2
TBC	VAN HELSING	Vivendi	NONE	PS2
TBC	VAN HELSING	Vivendi	NONE	XB
TBC	WAR HAMMER ONLINE	Sega	NONE	PC
TBC	WARTIME COMMAND: BATTLE FOR EUROPE	Codemasters	NONE	PC

WATCH OUT FOR...

ALIAS
Like Buffy with a sexy CIA stealth suit on. See our review next issue.

UNREAL 2: THE AWAKENING
We hope this shooter's better than the PC's *Unreal 2* (78%, *GM*132).

NINJA GAIDEN
Ninja scrapper that won the Game of the Show award at last year's X03.



FINAL FANTASY 12
Join the rebel alliance and fight against evil in another epic adventure.

WHATEVER
PlayStation 2
WRC 3
To be a world-class rally driver, you have to do whatever it takes.
Sometimes, that means you do exactly what your navigator says.
Other times, you just have to stab it and steer.
uk.playstation.com
fun,
anyone?
PlayStation 2

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PREVIEWS SPECIAL

NEWEST GAMES FIRST • THE NEWEST GAMES FIRST • THE NEWEST GAMES FIRST • THE NEWEST GAMES FIRST • THE NEWES

GM PRESENTS

OVER 150 NEW GAMES!

THE GAMES

182 games, more than 250 shots, one magazine. Get the *GM* verdict on every game you will be playing in 2004. Flip the page and get stuck in!

NEWEST GAMES FIRST • THE NEWEST GAMES FIRST • THE NEWEST GAMES FIRST • THE NEWEST GAMES FIRST • THE NEWES

PLUS! Imports of Socom 2, Pokémon Colosseum, Final Fantasy 11 and Final Fantasy X-2 rated! Head to our reviews section to see the scores!

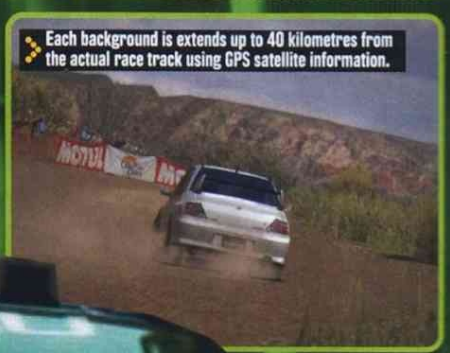
OUT: SPRING 2004 | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** POLYPHONY DIGITAL | **PUBLISHER:** SONY | **SPECIAL FEATURES:** ONLINE | **OTHER FORMATS:** NONE | **CALL:** 020 7859 5000 | **PLAYERS:** 1-6

PREVIEWER

Alex Cooke

▶ Ignore the salmon pink Mazda in the foreground and instead look at the landscape over the wall. You can see for miles!

Doesn't it just make your pulse race? The Honda bB isn't exactly the dream machine we were hoping for.



Each background is extends up to 40 kilometres from the actual race track using GPS satellite information.

Gran Turismo 4

Factpack
The stuff you need to know...

Cars	500
Tracks	100
Race Modes	3
Online Players	6

UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SH

Tur-is more! New cars, new details and new shots! Feel the need for speed? If only Polyphony did **because we want to play more now!**

From motor shows to game shows, from London to Toyko, *GT4* has probably clocked up more miles than a battered Mondeo mini-cab on a round the world detour.

From four-track demo to sneak preview, to full on PlayStation Experience, thousands have enjoyed a chance to look, to play, to drool over the details. But one question has kept popping up: "How come it doesn't look loads better than *A-Spec*?"

Softography
These guys have also made...

Gran Turismo	N/A
Gran Turismo 2	N/A
Gran Turismo 3: A-Spec	95%
Gran Turismo Concept	73%

LOOK OF LOVE

But do not mock these people, because, in their own way, they are right. *GT4* isn't a huge visual leap from the near-perfection of *GT3*. Sure, the extra detailing and sharper backgrounds don't make this follow-up slap you around the face like a jilted lover with a halibut, but that's because looks don't matter. Right?

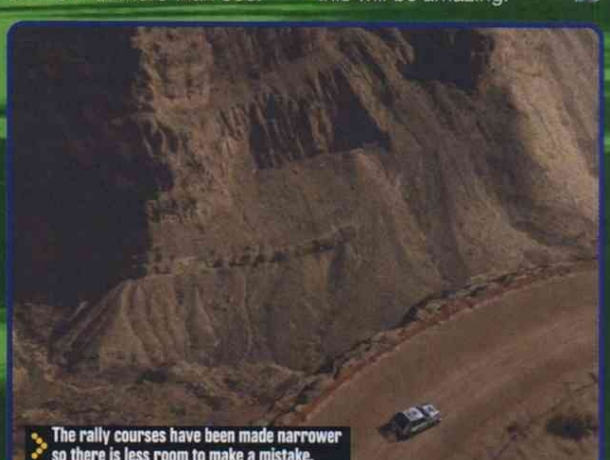
Instead, think back to *GT2* and how it compared with *GT3*. Have you got that fixed in your mind? Right, *A-Spec* was a stepping stone, a gorgeous improvement. But it didn't have the car count or the new tracks to be the greatest, most involved *Turismo* ever – that was *GT2*. But soon it will be *GT4*.

> "...*Gran Turismo 4* isn't a **huge visual leap** from the **near-perfection** of *GT3*..."

Where *A-Spec* paddled in a pool of 197 motors, *GT4* swims with more than 500. Where *A-Spec* reshaped old tracks like the Autumn Ring, number four whips out more than 100 slabs of mostly original tarmac. Where *A-Spec* featured only the GT and Arcade mode, this time you can race online against six other drivers. And where *GT3* was merely brilliant, this will be amazing.

As Easy as Falling Off a Prologue

As we revealed last month those lucky Japanese will be the first to get their hands on a stripped-down *GT4*. Going under the name *Prologue*, it will cost about £18 and features five circuits and an impressive 45 motors. You don't need to worry that they're getting a head start on us British drivers, though, because only one of the improved driving tests has been included and the whole game will only work in Arcade mode. Still, we're excited enough to be including a full review off this exciting spin-off in our next issue.



The rally courses have been made narrower so there is less room to make a mistake.

First Impressions

The Ultimate Driving Machine Gets Better

As soon as you get your hands on the ever-improving, latest version of *GT4*, you understand how the real development work has gone on underneath the bonnet, in between the axles and under the wide, racing tyres. Just looking at the game only tells you that the new car models are shiny, clean and precise, that the new tracks are as original and inventive as ever and that the newly enhanced backdrops seem to demand that you to reach out and touch them. It's only after a few minutes behind the wheel (Logitech's specially designed one) that you start to feel how the handling has been sharpened to be even more believable. For the first time since *Turismo 1*, the car physics and track technology has been fundamentally re-written. You can feel the car shifting its weight sideways as you accelerate hard out of a bend, and the nose dipping as you brake sharply for the next one. It's a subtle improvement at first, but the extra realism added is vital when you get down to some really hard racing. Just flip off the traction control in the awesome Dodge Viper, and as the horizon spins in a 360° blur you'll quickly understand why *Gran Turismo 4* is still so far ahead of the competition.

GM PREDICTS

HIT The best *GT* so far, with more cars, new tracks, better handling and smarter AI, and the online mode looks better than ever.

MISS Internet play is still a little rough next to the solo game and the car damage we all want still isn't going to appear.

ANTICIPATION

1 2 3 4 5

Children of the Rev Solution

The full car list is still a secret that few people outside of Polyphony have ever seen, but that doesn't mean we can't tell you what we've seen so far.

▲ Bigger beasts like this racing Toyota Supra and the famous NSX also put make a flying visit.

▲ You'll even be able to buy cars from museums as well as second-hand motors.

▲ The GT Concept shows up here.

◀ There are also plenty of rally steeds included, along with this rather tasty Lancia Delta Integrale.

Driver Aids

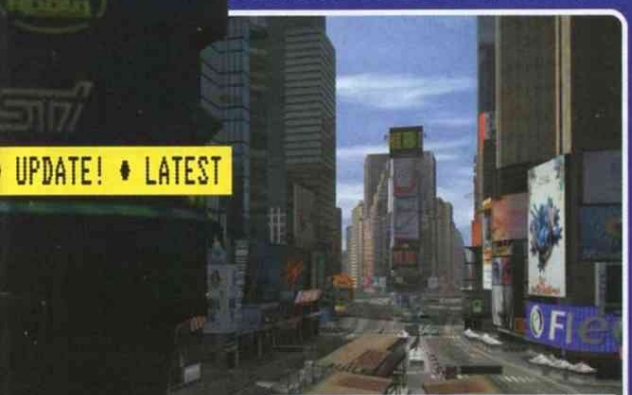
The team have spent a long time refining the driver AI – *GT* has always been criticised for the way that the drivers robotically stuck to the racing line, even if it meant racing straight through you, but now your opponents know how to get out of your way.

▲ The effect of hitting others has been reduced so you can't just ram them off.

▲ The other drivers now make fewer mistakes and can often make up time.

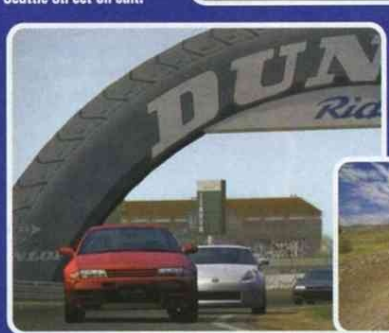
All New New York

Rolls and rolls of film were shot in each city so that 1) the team got a free holiday and 2) they could create amazing backdrops.



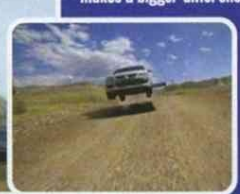
▲ Between 20,000 and 30,000 pictures were taken to ensure that each poster and flashing neon sign is in the right place.

▶ Just compare the detail on Times Square with the boring roads around the Seattle Street Circuit.



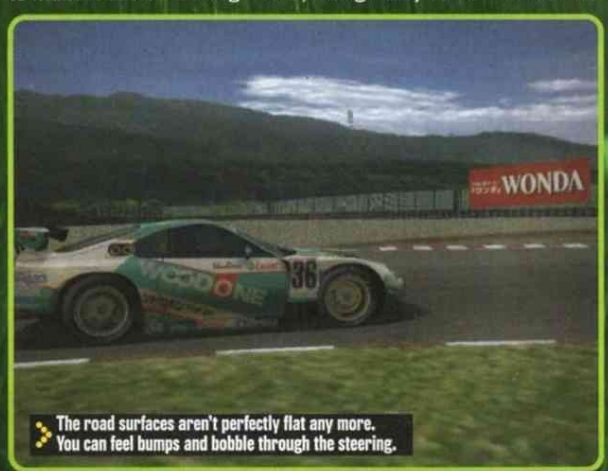
◀ Instead of endless flat race tracks there is now much more variety.

▼ The road surface now makes a bigger difference



Handle With Care

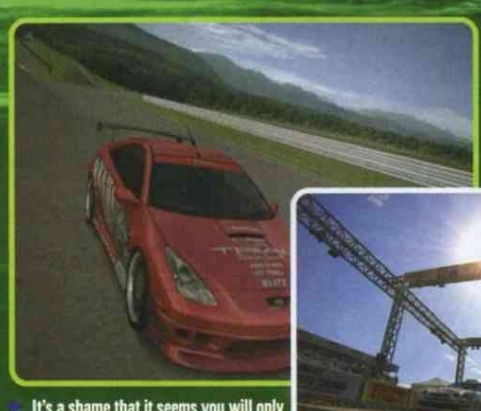
Since the physics engine has been overhauled to become even more realistic, a few extra gadgets have been included to make it easier for beginners, though they can be turned off.



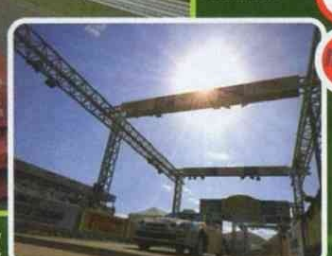
The road surfaces aren't perfectly flat any more. You can feel bumps and bobble through the steering.

Hanging on the Telephone

After E3 we were nervous. Playing online was jumpy, and there was even some delay between you pressing a button and the car responding. Not any more.



Playing over the 'net or LAN now seems far smoother and the cars respond instantly to your commands.

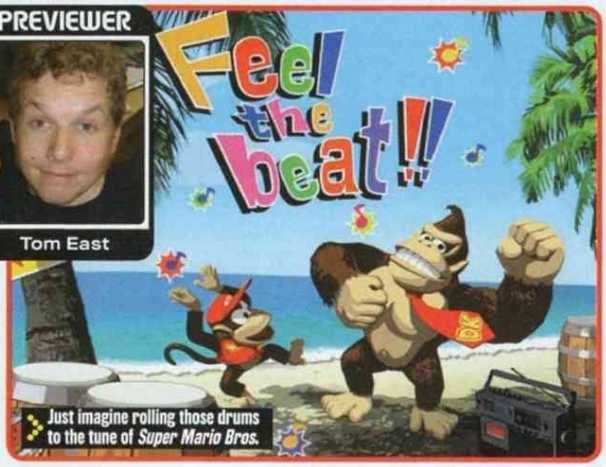


It's a shame that it seems you will only be able to play online with the Arcade disk.

OUT: 2004 | FORMAT: GC | PRICE: £40 | DEVELOPER: NAMCO | PUBLISHER: NINTENDO | SPECIAL FEATURES: DRUMS | OTHER FORMATS: NONE | CALL: 01932 895390 | PLAYERS: 1-4

PREVIEWER

Tom East



Just imagine rolling those drums to the tune of *Super Mario Bros.*

Hit the right drum when you see a red circle and bash the left one for the yellow circle.

Nintendo have confirmed that you'll be able to have four-player drum battles.

Donkey Konga

LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE!

And you thought **monkeys and balls** were a winning combination? How about **monkeys and drums?**

Invest in *Donkey Konga*. If nothing else, it may make you rich one day. Those super-rare *Samba De Amigo* maracas on DC fetch up to £200 these days, so you could be onto a Bobby Dazzler – just don't take it out of the packaging.

See, that's the problem. *Donkey Konga* looks like it'll be the *EyeToy* of 2004, a big, shiny, happy game that'll get people who have never even touched a game before wanting to have a bash on *DK*'s drums.

Softography
These guys have also made...

Super Mario 64	95%
Super Smash Brothers	91%
F-Zero X	91%
Zelda: Majora's Mask	96%

TUNING UP

And it gets even better when you see the classic Ninty music to drum along to. Rather than the chart nonsense you expect from rhythm games, we can reveal that the 32 tracks include some tunes from old videogames, as well as *Mambo No 5* and *La Bamba*.

And it looks like the whole Nintendo family will be grooving to *DK*'s beat. You'll be able to drum as Diddy Kong, and King K Rool from *Donkey Kong Country* will be in one of the minigames. Also, Mario, Yoshi, and Wario will turn up on those fruit machine-style bars.

...when you chuck a big gorilla into the mix you really can't go wrong...

But the best news is the price. While games with mental peripherals are often a bit expensive, the whole package, game and drums, is being released in Japan for 6800 Yen. That's around 40 quid.

And it should be money well spent. Developers Namco have a history in the drumming game, having made little-known PS2 skin-basher *Taiko no Tatsujin*. And when you chuck a big gorilla into the mix you really can't go wrong. We'll tell you if it's a barrel of laughs when we review the import version next issue.

Diddy vs DK

It's the battle of the gorillas. These battles see our two fave apes have a huge drum-off. There seem to be different games. One's a fruit machine-style thing featuring a whole load of Ninty stars, and the other looks like a big drum roll to try to reach a target.

Stop the fruity on three Yoshis.

Unbelievable. Diddy's winning. Must be to do with his light, quick hands.

Everybody Monkey Around

There's a great moment in *The Simpsons* when someone tells Donkey Kong, "You're just not a draw any more." And he responds by lobbing a barrel at him. How could anyone doubt *DK*? The drumming game looks a right laugh on its own, but Ninty have also chucked in some mini games starring the big gorilla. We can guess what they are from these screens.

Whack-a-Mole, but with King K-Rool. Just drop that big steel drum on his head.

Donkey Kong leaps around in the jungle collecting as many bananas as he can in a time limit.

Not sure about this one. Looks like DK is juggling bananas while Diddy tries to put him off.

GM PREDICTS

HIT This could be right up there with *Mario Kart* as the most fun multi-player game on GameCube.

MISS It could turn out to be be too simple. You do just hit two drums and clap occassionally.

ANTICIPATION

12

JADE EMPIRE

PUBLISHER: ..... BIOWARE

OUT NOVEMBER

The force is definitely strong in Bioware at the moment. After making the RPG of the year in *Star Wars: Knights Of The Old Republic*, they're busy making what could be the RPG of next year!

Jade Empire, with its lush *Crouching Tiger* (No, not the game) visuals is even better looking than *KOTOR*. And as in the classic Star Wars RPG, you can choose to be either good or evil.

Whichever path you choose, you'll have to become a Martial Arts master. Learn over 30 different fighting styles to become a legend with a group of followers who you can order to do tasks for you. There are stealthy missions, some involving diplomacy and of course some all out kung fu violence.

And the fights will be totally real-time. At the press of a button you can lob fireballs or swing a Broadsword. Sounds great, but you'll have to wait until what Americans call 'The Holiday Season' to play it. And that doesn't mean February half-term.

▲ Decide who in your party can take on certain missions.

▲ Create a custom character and tweak their skills.

▲ Apparently the characters are three times better looking than those in Knights of the Old Republic. We're not so sure though.

Not an encounter you would want to come across down a dark alley.

GM PREDICTS

It's going to be Bioware Vs Square next year as the battle for the best RPG on the planet hots up. *Final Fantasy X-2* comes out in February, but *Jade Empire* with its real-time martial arts fighting could prove to be more accessible. Levelling up in ancient China might not be as exciting as being a wookie in the Star Wars universe, but this builds on the same themes that made *KOTOR* such a winner – choosing between good and evil – and chucks in some great ideas, even better looks and maybe, some Xbox Live content.

TRANSFORMERS ARMADA: PRELUDE TO ENERGON

PUBLISHER: ..... ATARI

OUT SEPTEMBER

It's often the smallest things that can start a war. Napoleon, for example. Here's it's a bunch of tiny Transformers called Mini-cons.

Being able to drive a lorry is good enough for Eddie Stobart fans, transforming into a robot would have done us, but in Transformers Armada you can also tweak your robot with Mini-Cons to create the ultimate war winning machine. There are 40 of these baby bots and you can either create a stealthy transformer with gliders and snipers, or clamp on rocket launchers to make a massive Decepticon-destroying slab of heavy metal.

There are three autobots to choose from (we bagsy Optimus Prime) and now you can transform into a sports car at the press of a button, but it's the lush and massive battlefields that have won us over. They look incredible and we can't wait to drive Optimus Prime through eight Square miles of Amazonian jungle and battle a planet-sized Decepticon Helicopter boss.

▲ Get gliding Mini-Cons who help you fly through the air.

▲ Optimus Prime in the middle of full on robots wars.

▲ You need to collect mini-cons to access some parts of certain levels. Plenty of replayability, we think.

The Transformers now take on a Predator-style disguise.

GM PREDICTS

Transformer toys have been around for ages and used to be this writer's toy of choice – when inferno got broken tears came to eyes. But even if you don't know your Laserbreak from Razorclaw, *Prelude To Energon* looks like it will be a blast and you'll soon be turning a VW Beetle into a war machine. Of course there will be plenty of all out battles, but you'll need a strategic brain to tweak your transformer for a fight with the Decepticlone army. And with endless combinations of Mini-Cons to mess around with you could play this over and over again. Could be a surprise hit.

OUT: NOVEMBER | **FORMAT:** ..... PS2 | **PRICE:** ..... £40 | **DEVELOPER:** ..... SWORDFISH | **PUBLISHER:** ..... VIVENDI | **SPECIAL FEATURES:** ..... NONE | **OTHER FORMATS:** ..... XBOX | **CALL:** ..... 0118 920 9100 | **PLAYERS:** 1

Cold Winter

You're about to be executed in a high security prison. Hmmn, happy times...

This game sounds sicker than a three star crowbar-in-the-face murder in *Manhunt*. Stuck behind a locked door. No problem. Just decapitate the nearest person, pick up his head and use his eyes to get through the retinal scanner.

Of course you could alternatively find a circuit board and some wires, but where's the fun in that? The gore levels have been turned right up for this shooter and it seems wrong to play it safe. And that gruesome head moment is just one of the clever moments in this sophisticated FPS.

Nearly everything you see in *Cold Winter*'s scenery can be used in your attempt to escape from the high security prison you're stuck in.

A boring rag can be combined with some petrol and a bottle to make a Molotov Cocktail. Or you can pull on a disguise then dish out some poisoned business cards in order to kill some unsuspecting enemies.

With *Halo 2*, *Killzone* and *Half Life 2* all on the way, 2004 is already shaping up to be the year of the shooter. You might want to add *Cold Winter* to your wish list or risk missing out.

Shoot the enemy before he hides behind the table.

This looks like the bloodiest FPS since *Soldier Of Fortune*.

In addition to the single-player game, there are some four-player split-screen shootouts.

▲ This pistol is one of the 30 weapons on offer. So many to choose from...

Adrenaline

There are no health packs, but you can soothe those painful wounds by playing dangerous and filling up your adrenaline meter.

▲ Picking off enemies with a sniper won't do your adrenaline any good.

▲ Normally it would be silly to take on three enemies at once, but needs must.

▲ You might get shot, but with a full adrenaline meter you can heal quickly.

GM PREDICTS

HIT: A four-player blood soaked multi-player shootout should be a winner. And the single-player looks good, too.

MISS: Unfortunately *Cold Winter* may lag slightly behind the big guns – *Halo*, *Half Life*, *Doom* – next year.

ANTICIPATION 1 2 3 4

PREVIEWER: Thomas East

OUT: FEBRUARY | **FORMAT:** PC | **PRICE:** £35 | **DEVELOPER:** ION STORM | **PUBLISHER:** EIDOS | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** XBOX | **CONTACT:** WWW.DEUSEX.COM | **PLAYERS:** 1

PREVIEWER

Kieron Gillen

Freedom also includes the freedom of running in and shooting. And dying, probably.

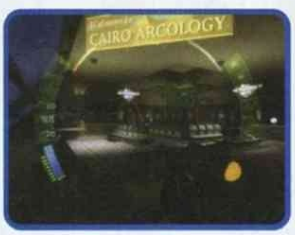
Losing your key is not a major problem in the late 21st century.

All this is probably something to do with taking over the world.

Alternative fire modes in weapons use ammunition at a higher rate.

Each character's AI reacts to the situations it finds itself in.

▲ Notice how the barrels realistically roll on one edge? It's a modern miracle.



▲ Come to sunny Cairo and... waitasec. I've been robbed. It's pitch black.

Deus Ex: Invisible War

LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDAT

Who needs an X-factor, when you've got a certain *Deus Ex*-factor? **The future's free-roaming...**

Stop. Put down the magazine and... actually, don't. You won't be able to read this. Come back! Come back! Now look around the room you're in. Work out what you can do. You could walk out the door and talk to someone. Or you could pick up that chair over there and lob it at the window. Or you could just jump out of the window.

In other words, you have freedom. How often do you have that degree of latitude in games? We'll tell you – once. In *Deus Ex*. And now, come February, you'll get a chance to do it again, but – whisper it – maybe even more so.

Softography
These guys have also made...

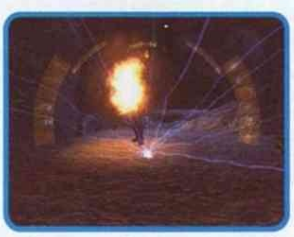
Anachronox	80%
Deus Ex	94%

So what's changed? Firstly, while the original wasn't the most technically wonderful game in the world, this uses all manner of cutting-edge techniques. For example, real-time calculated shadows make their first showing here, months before similar technology debuts in *Doom 3*.

SCIENTIFIC

Sound propagates properly through the levels, rebounding off each surface. Objects all interact according to proper physical laws – and, even better, you're able to use these laws to make and apply plans.

But it's not just the technology that impresses. The *Deus Ex* universe, set 20 years after the end of the first game, is a world in flux.



▲ Different grenade types can have hugely different effects on the world.

▲ The lighting effects can be described as 'Oooh' and 'Aah! Pretty'.

Various organisations fight for control. Uniquely however, none of these are 'bad guys' as such. There's the arms-dealing Omar, the mysterious cult called the Order and the Tarsus secret police. Each will offer you missions and tasks, and it's up to you who you wish to serve and who you wish to make an enemy. You can play the game as a violent blast-'em-up or take a more cerebral route to your objectives, and your choices lead to four separate and unique endings.

> **...it's up to you who you wish to serve and who you wish to make an enemy...**

Invisible War seems to be offering us blessed freedom. And that's got to be a good thing, hasn't it?

Methods

As we said, *Deus Ex* is about freedom. In any situation, there are a number of solutions and none of them are the 'right' one. Stealth, combat and alternative approaches are weighed up carefully, and what you go for depends on the abilities you've managed to amass and your own inclination. Let's take an example.

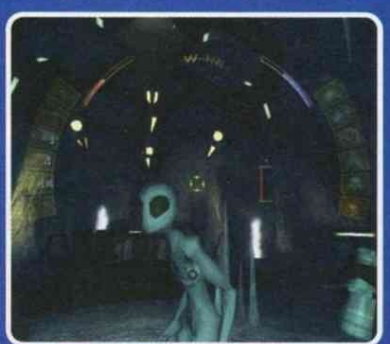
▲ There's a locked door? How about using a multitool to hack open the system carefully. Yes – that's the way to do it.

▲ Or, alternatively, use as many explosives as you can get hold of.

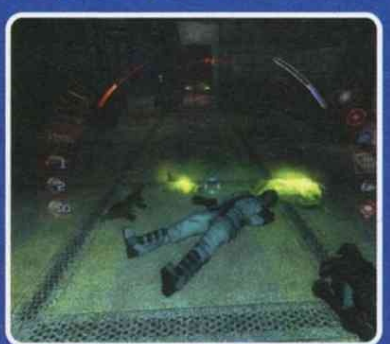
Animal, Vegetable, Mineral, Xenomorph...

Since the game's set a couple of decades on from the original, there's a certain extra-futuristic tinge to the cast. However, those who are familiar with the first game will see many faces they've already met. Here are a few of them.

▲ Robots are a common sight, from tiny droids to towering beasts like this. EMP weapons are useful.



▲ The Alien Greys made a couple of appearances in the first game and return here to say hello. Bless them.



▲ And this fellow is... Hello? Hello? No answer. Must be sleeping. People are so lazy in the future.

GM PREDICTS

HIT Keeps all the depth but relatively little of the complexity of the first game. Technologically wonderful.

MISS No multiplayer and no planned mod-support, which means that you're limited to just the single-player campaign.

ANTICIPATION 1 2 3 4

SPIDER-MAN 2

PUBLISHER: ACTIVISION

Since this was unveiled at E3 we've only seen it once more and there didn't seem to be that much improvement. But as the game is due out next June there's still plenty of time for developers Treyarch to deliver what they've hinted at and what we expect – a kind of *Spider-Man GTA*. Rather than churning out something similar to the last game, which felt like a wall-crawling *Fighting Force*, this time there will be a drawn-to-scale Manhattan to use as your crime-fighting playground. See a building, want to go to the top? Well, you can, and now there's a new web-slinging system which allows you to control the direction of each line of web spun, which offers endless angles of flight. And tangles.

No news on the bad guys, but Dr Oc is in the film.

There's even going to be a real-time Spider-sense.

Three lasses! How's that for speed-dating!

The ability to take Spidey anywhere would be great.

OUT JUNE

Here's to free flowin' Spidering.

GM PREDICTS Manhattan still looks empty, Spidey still looks a bit small, but we love the noises being made about this sequel as Web-head really deserves a great videogame.

GM PREDICTS Bound to be huge thanks to the film, but might not deliver everything we're hoping.

RISE TO HONOR

PUBLISHER: SONY

The success of this game may all depend on just how many gamers love Jet Li, as the Wu Shu entertainer is all over this action adventure like a cheap suit. He's done all the motion capture, he's doing the voice acting and he's got his mate Cory Yeun to choreograph the fighting. Has a jaw-dropping style that should make it stand out.

OUT MARCH

He's 40 y'know. Forty! bet your Dad can't do that.

FIRST IMPRESSION Looks immense fun, but seems it may lack a little when it comes to variety. Needs to keep it spectacular to really impress.

GM PREDICTS 2004's *Enter the Matrix*? Looks good and has as much style as Niobe.

TEENAGE MUTANT NINJA TURTLES

PUBLISHER: KONAMI

They're back! Well they should have been back in 2003 but we guess they're allowing the Xmas merchandising assault to raise Turtle awareness. The game is based on the new cartoon series, so it's suitably cel-shaded and bold in terms of action. The heroes in a half-shell will going mental on Splinter's ass in this rolling beat-'em-up that offers both co-op and versus multiplayer, and 30-hit combos. 30-hit!

OUT FEBRUARY

This is classic arcade – loads of action and big bosses.

FIRST IMPRESSION The graphics are fantastic but this is a very functional beat-'em-up and just what you'd expect from a *Turtles* game.

GM PREDICTS Depends on how big the Turtle-mania gets. Expect an OK game with big sales.

SEGA GT ONLINE

PUBLISHER: SEGA

Sega GT 2002 was little overlooked, which was a shame as, in terms of handling, it was up there with the best. Hopefully this online update will attract the interest of the growing Live community.

OUT JANUARY

GM PREDICTS Now that *Project Gotham* is out, this may struggle to make an impact.

STARFOX 2

PUBLISHER: NINTENDO

As Rare decided to turn to the Xbox side, Nintendo have roped in Namco to develop Fox McCloud's second Gamecube appearance, and they've come up with a full-on blaster. The *StarFox* team will be taking on a new intergalactic threat from the seat of an Airwing, a Landmaster Tank and even on foot. Expect co-op and link up play.

OUT SEPTEMBER

Four player co-op with Fox, Slippy, Peppy and Falco!

FIRST IMPRESSION What's with the multi-player blasting? Can't we just kick it in the Airwing like we used to? Flippin' progress.

GM PREDICTS We'd like to say this will herald the return of Fox to the top... but it won't.

RICHARD BURNS RALLY

PUBLISHER: SCI

The whole marketing for this game has unfortunately been knocked sideways with rally king Burns undergoing brain surgery rather than winning the World Championship. But this shouldn't delay what is looking like a very precise and scarily real rally sim. If SCi manage to achieve their goals, this could be a winner.

OUT FEBRUARY

Get a stone in your radiator and it's goodnight Vienna.

FIRST IMPRESSION The early code is quite impressive as SCi attempt to fill the game with enough detail to make *Colin* look casual.

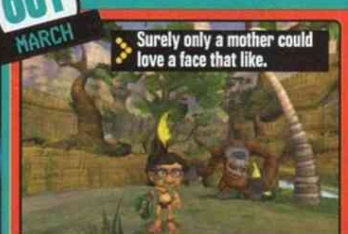
GM PREDICTS Tough one. All depends whether gamers actually want headache-inducing realism.

TAK AND THE POWER OF JU JU

PUBLISHER: THQ

Now that's what we call a title! This all-new, completely original 3D adventure follows the story of pug-faced man-child Tak, who has to protect his village from the evil intentions of a powerful sorcerer. As for the Ju Ju, that's the source of Tak's magic power, which will help him face up to the many perils he'll face in this ancient tribal world.

OUT MARCH


Surely only a mother could love a face that like.

FIRST IMPRESSION The game's art direction intrigues and it looks like it's brimming with smart platform and puzzle ideas. Interesting.

GM PREDICTS *Jak and Daxter*? Or maybe this year's *Herdy Gerdy*? We'll find out soon.

PITFALL HARRY

PUBLISHER: ACTIVISION

Sprightly platformer anyone? Pitfall Harry sees the return of the intrepid explorer in his first fully 3D adventure. For those who don't remember the original, Harry is an old-skool explorer who loves nothing better than fighting cannibals and crocodiles while hunting for hidden treasure. Expect bouncy comic adventuring.

OUT APRIL

This is original Harry and not the 'Son of Harry'. OK?

FIRST IMPRESSION Not as lightweight as you might expect. Possesses a cute sense of humour and has a surprising amount of variety.

GM PREDICTS Might struggle to generate interest as the name won't mean much to many.

SONIC HEROES

PUBLISHER: SEGA

Suffered from a bit of slippage but this triple-threat platformer might benefit from being out of the Xmas mayhem. Immensely playable and bursting with colour, but has Sonic had his day? About ten years ago in fact.

OUT FEBRUARY

GM PREDICTS It's a good game, but this will really test the pulling power of Sonic.

SPHINX AND THE CURSED MUMMY

PUBLISHER: THQ

Dead guys! Aren't they brilliant? Well you get to play as one in *Sphinx* – a big decaying Mummy that can be burned, squashed and generally abused to solve puzzles. There's also a second playable character – demi-god Sphinx, who's your more standard sword-swinging, double-jump hero. It's big, bold and really thinks it's clever.

OUT SEPTEMBER

The Mummy has a touch of the *Voodoo Vince* about him.

FIRST IMPRESSION Quirky, inventive and eager to please, but joins a big list of platform games that are really trying to be odd.

GM PREDICTS We reckon this is going to be pretty good. Well, it's had long enough.

FORBIDDEN SIREN

PUBLISHER: SONY

Are you finding *Resi* too cute and *Silent Hill* too cuddly these days? Well *Forbidden Siren*, Sony's gruesome assault on the survival horror market, might just be up your dark, zombie-populated alley. The game follows the plight of ten separate (and playable) characters, whose village has suddenly erupted into the centre of everything evil. Friends and neighbours have become hideous creatures and must be beaten with clubs. Each character is blessed/cursed with the ability to see other characters' points of view, which is only occasionally to your advantage. Most of the time it happens just to spook you out.

OUT MARCH

This used to be your best mate. Now he must die.

FIRST IMPRESSION Almost choking with twisted atmosphere and genuinely unnerving. Far more *Silent Hill*-eerie than *Resi*-action.

GM PREDICTS Definitely an acquired taste, so don't expect it to be a massive seller.

The whole approach is purposely cinematic.

The action is split between ten different characters.

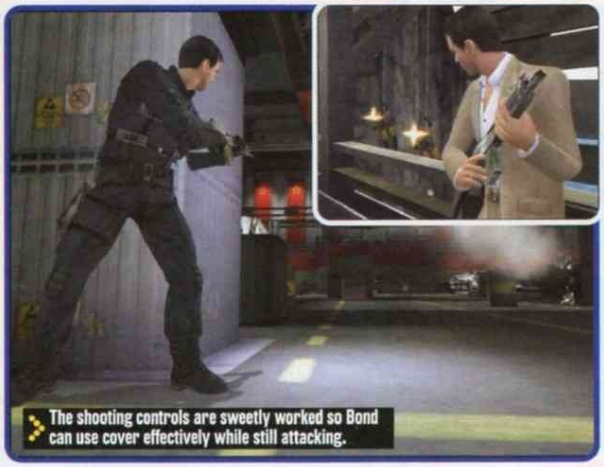
There are 78 episodes but the narrative's jumbled up.

OUT: FEBRUARY | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** EA | **PUBLISHER:** EA | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** XB, GC, GBA | **CALL:** 01932 450000 | **PLAYERS:** 1-4

PREVIEWER

Dave Harrison

Wotcha! Look everyone! It's Pierce Brosnan's whole face and not just his right arm carrying a gun!



The shooting controls are sweetly worked so Bond can use cover effectively while still attacking.

▲ Sure there's a time for stealth and subtlety, but when you've got a rocket launcher, who cares?

▲ Here's the co-op mode, but there will also be an unlockable four-player versus challenge which, we've been told, has certain *Bomberman* qualities about it.

James Bond
007: Everything or Nothing

LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE!

He's missing from the Christmas party, but 007 is proving that absence does make the heart grow fonder...

Release date slippage isn't fun. It's like having your chair pulled away just before you're about to settle in for some long-haul gaming. Also it puts everyone on edge as to why the game was delayed. Is it crap? Has it been nicked? Does it really exist?

When it comes to *Everything or Nothing*'s 'rescheduling', however, we feel just dandy. EA delayed the release, not because they had to, but because they could. Content with dominating Christmas by releasing ten or so potential number ones, they've saved Bond for spring.

Softography
These guys have also made...

007 Nightfire	81%
Agent Under Fire	75%
007 Racing	56%
Tomorrow Never Dies	63%

GOLDEN TRY

We were lucky enough to chat to the game's senior producer Scott Bandy, who was sure that his baby would set the new benchmark by which all other Bond games will be judged. Obviously you'd expect him to talk it up, but you could tell he was just bursting to compare it very favourably with *GoldenEye*. He didn't, because he's smart, but EA are expecting to lay a few ghosts to rest with their sixth Bond.

> **...EA are expecting to lay a few ghosts to rest with their sixth Bond.**

The new third-person approach packs in all the Bond trademarks, without losing sight of the fact that *Everything or Nothing* will ultimately be judged on the gameplay.

So the result is a game that combines driving, hand-to-hand combat, stealth, gunplay, puzzle-solving and multi-player, with all the production values of a Hollywood film. And if that doesn't get you excited about 2004, then frankly, we give up.

Mamma Mya!

EA reckon they've only spent 10% of the budget on securing the services of the game's star names. But they really got their money's worth, as Brosnan, Cleese and Dench all participated, and R'n'B star Mya wrote and sang the title song. It's a like a whole new movie!

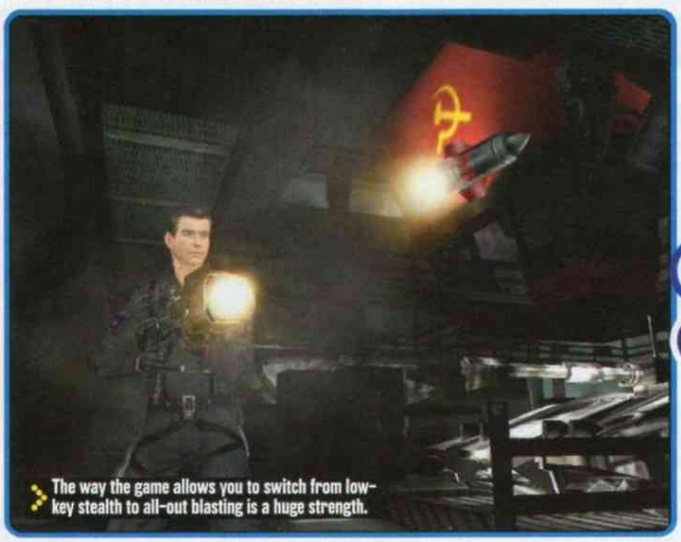
▲ Look it's John Cleese! Always on hand to provide groovy new gadgets.

▲ Here's Mya, who not only sings the title song but also appears in the game.

Wall of Duty

Everything or Nothing's Bond is such a flexible and resourceful character to control, in that he's a dangerous man with or without a gun. Unarmed he can use the environment around him by chucking objects at bad guys' heads or nicking someone's weapon then driving their teeth into a nearby wall, all in one fluid movement.

▲ The bad guys are pretty smart. For instance, if they run out of ammo they'll pick up a fallen friend's weapon.



The way the game allows you to switch from low-key stealth to all-out blasting is a huge strength.

GM PREDICTS

HIT This really is special. Such is the variety of the gameplay it's like playing a steroid-laced *Wario Ware*.

MISS Those who were glad Jaws turned nice at the end of *Moonraker* might be disappointed with his return to the Dark Side.

ANTICIPATION 1 2 3 4

SONIC TEAM
THE MOST COCK-A-DOODLE-DOO GAME YOU'VE EVER PLAYED
WAKE UP TO A NEW BREED OF SUPERHERO
BILLY HATCHER AND THE GIANT EGG RINGTONE AND LOGO!
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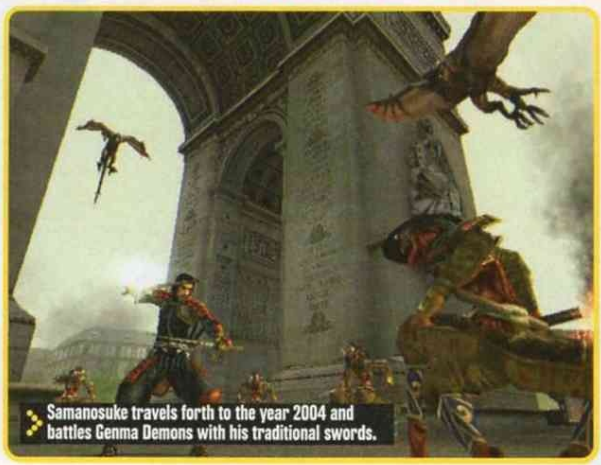
OUT: SUMMER 2004 | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** CAPCOM | **PUBLISHER:** CAPCOM | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 020 8846 2550 | **PLAYERS:** 1

As Jaques Blanc (who's modelled on Jean Reno), you travel back in time to ancient Japan, armed with what looks like some sort of whip.



Samanosuke travels forth to the year 2004 and battles Genma Demons with his traditional swords.

▲ At certain points, the two heroes' paths cross. They can fight side by side.

▲ Expect more action than in previous games, and there are fewer puzzles.

Onimusha 3

In your mush! The final chapter is an action-packed **modern-day slash-fest!**

PREVIEWER: Kath Brice

It might sound as if the final instalment of the *Onimusha* series is turning its back on its medieval Japanese roots in favour of modern day guns, mechs and French film stars, but *Onimusha 3* is set to bring us the best of both worlds.

The game begins with with Samanosuke about to face arch-rival Nobunaga in a Japanese temple in 1582.

It then cuts to Paris, 2004 where French Inspector Jaques Blanc is trying to take down hundreds of Genma Demons that have appeared from nowhere.

This past and present gameplay offers plenty of scope for variety, and our heroes even meet up to fight side by side.

With full 3D graphics and hordes of enemies, the final *Onimusha* chapter should send the series out with a big, blood-splattered bang.

Samanosuke is back, with special attacks, abilities and swords.

In present-day Paris, gun-toting mechs are taking over the city.

GM PREDICTS

HIT An even greater variety of weaponry, foes and locations should make *Onimusha 3* the definitive in the series.

MISS Full 3D graphics and modern-day fighting and weapons might not appeal to the *Onimusha* purists.

ANTICIPATION

1 2 3 4

POKÉMON FIRE RED/LEAF GREEN

GAMEBOY ADVANCE

PUBLISHER: NINTENDO

OUT 2004

Hang on a minute. *Fire Red* – haven't we already had the less exotic-sounding *Pokémon Red*? Yes we have, *Pokémon Red* and *Blue* being the games that started the whole *Pokémon* craze when they were released way back in 1998.

Fire Red and *Leaf Green* are remakes of these two games (*Green* was the name for *Blue* in Japan). So everything is much the same, from the story to the *Pokémon* themselves. The biggest change is the graphics, which are looking much better on the GBA than they did back in their monochrome GameBoy days.

As in the original games, you start your adventure as a boy or girl – you can't choose Ash as a trainer at this stage. You then choose one of three starting Pokémon – Bulbasaur, Charmander or Squirtle.

If you own *Ruby/Sapphire*, these two new games will be compatible, allowing you to trade and battle. *Fire Red* and *Leaf Green* are also linkable with *Pokémon Colosseum*, where you can take part in Pokémon contests. Pokémon eh? You can't get a jigglypuff of them.

▲ Everything's looking much the same in the new games, but nicer. No more monochrome Game Boy visuals – they've gone colour. Yippee!

You can battle other players or upload your Pokémon to *Colosseum*.

FIRST IMPRESSION It makes perfect sense to re-release the brilliant *Pokémon Red* and *Blue* onto the GBA and it's looking much better than before, as you'd expect in full colour. Being able to link up to *Ruby/Sapphire* is a bonus and you can upload your monsters to the GameCube's *Pokémon Colosseum* and battle them in full 3D. It's due for release at the end of January in Japan, with no release date confirmed for us yet. All we're saying is, it better be soon.

GM PREDICTS Okay – so they aren't two completely new Pokémon games, which would have been very nice indeedy. But these remakes should get us hooked all over again.

FULL SPECTRUM WARRIOR

PS2 XBOX

PUBLISHER: THQ

OUT SPRING

War is all about strategy, something that *Full Spectrum Warrior* acknowledges more than most war games. It has to really, seeing as it was designed as a military training tool. The military would be in disarray if you'd given them, say, *Halo*. They'd be wondering where their Plasma Rifle was and trying to propel themselves onto high ledges by blasting their Rocket Launchers into the ground. Messy.

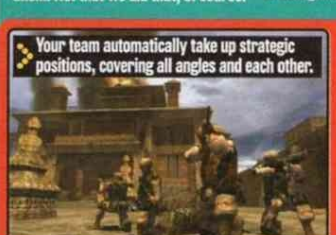
In this game, you don't even have a fire button. You just negotiate your team of six into suitable vantage points, sheltered from enemy fire. Once they can see the enemy, they'll take care of them automatically.

The AI has been designed to be super-realistic. If you order your men to cross a street they'll go in pairs, with the rest of the team covering them. They're smart and they question suicidal commands from you, but they can still die quite easily. Especially if you accidently bounce a grenade into the middle of them – ahem. Not that we did that, of course.

▲ Objects that you can hide behind have damage meters.

▲ Each of the six chapters contains several separate missions.

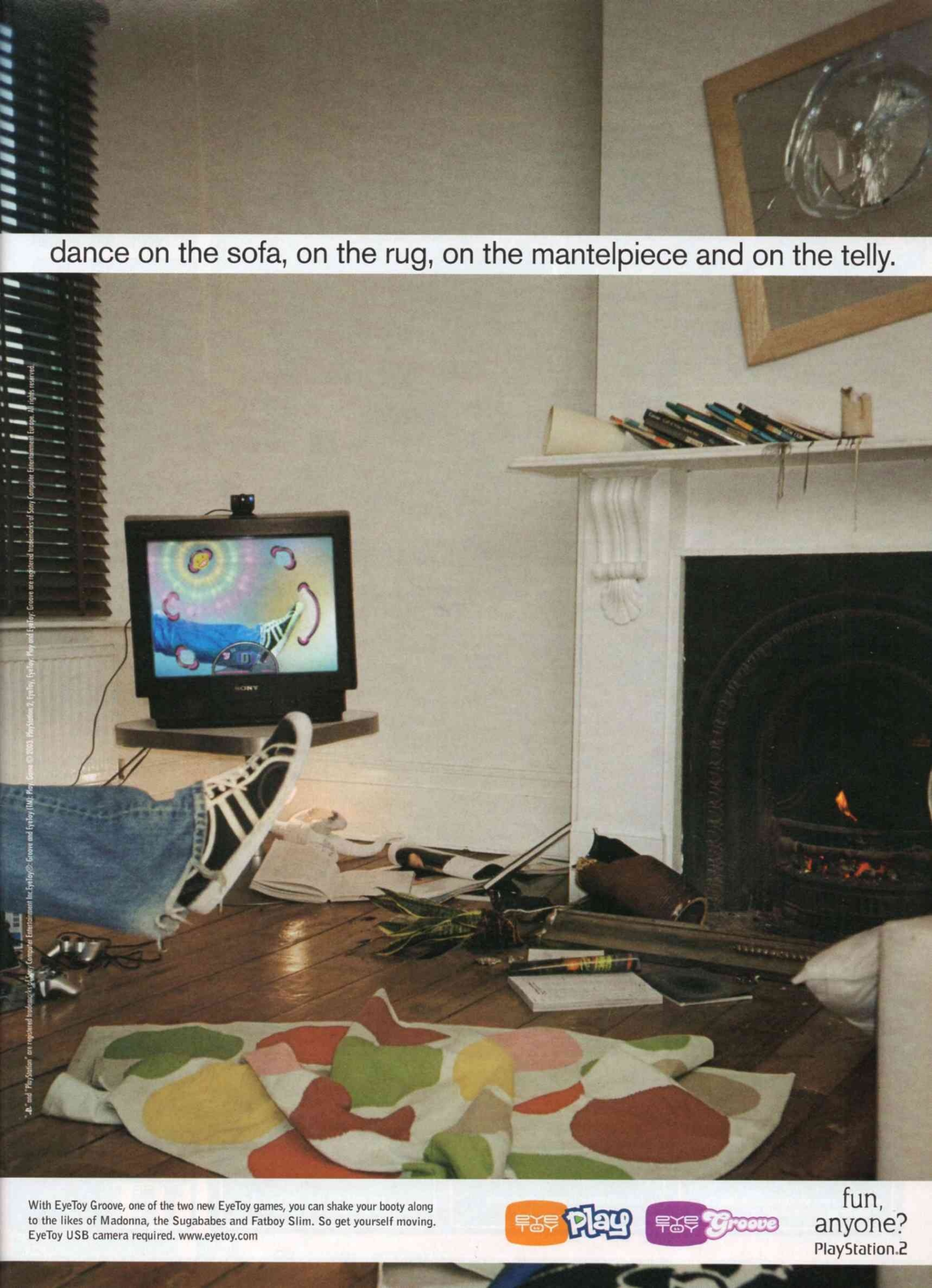
▲ Just making your way down an exposed road can be a huge challenge in this game. Enemies are everywhere.



Your team automatically take up strategic positions, covering all angles and each other.

FIRST IMPRESSION If you're into shooters that let you run and gun, *Full Spectrum Warrior* isn't going to be for you. Instead of being a game where you have to be quick on the fire button and have a good aim, this is almost puzzle-like in its execution and planning, and positioning is everything. Visually, it looks superb and the AI seems spot-on. If things like *Ghost Recon* just weren't in-depth and tactical enough for you, this game has your name written all over it.

GM PREDICTS *Full Spectrum* won't be a game for everybody, but there's nothing as realistic as this out there for strategy fans. Looks superb – should be great.


dance on the sofa, on the rug, on the mantelpiece and on the telly.
With EyeToy Groove, one of the two new EyeToy games, you can shake your booty along to the likes of Madonna, the Sugababes and Fatboy Slim. So get yourself moving. EyeToy USB camera required. www.eyetoy.com
EYE TOY Play
EYE TOY Groove
fun, anyone?
PlayStation.2
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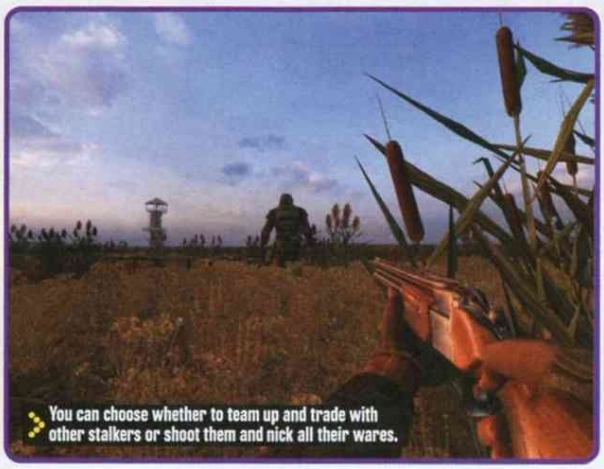
OUT: SPRING 2004 | **FORMAT:** PC | **PRICE:** £30 | **DEVELOPER:** GSC GAME WORLD | **PUBLISHER:** THQ | **SPECIAL FEATURES:** ONLINE | **OTHER FORMATS:** NONE | **CALL:** 01483 767656 | **PLAYERS:** 1

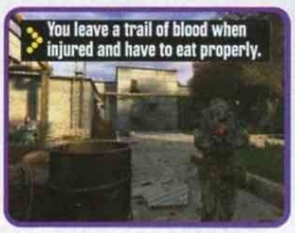
PREVIEWER

Kath Brice

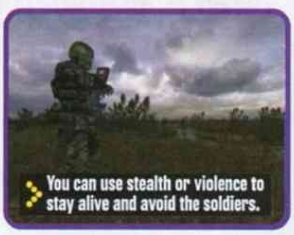
Weapons? There are more than 30 of them, all upgradeable. Turn a standard rifle into a gigantic grenade launcher with a bit of DIY.



You can choose whether to team up and trade with other stalkers or shoot them and nick all their wares.



You leave a trail of blood when injured and have to eat properly.



You can use stealth or violence to stay alive and avoid the soldiers.

S.T.A.L.K.E.R: Oblivion Lost

UPDATE! • UPDATE! • UPDATE! • UPDATE! • UPDATE! • UPDATE! • UPDATE! • UPDATE! • UPDATE! • UPDATE! • UPDATE! • UPDATE! • UPDA

You've heard of *Lost in Space*. **How about Lost in Waste?** Nuclear waste, that is. **Up to the eyeballs** in the stuff...

People do mad things for money. They try to win TV quiz shows by coughing desperately, they go on television to eat cockroaches or just spend months of their lives being filmed in bed and on the bog. We assume they do it for the money – we hope so.

Everyone's got a limit though – aside from possibly Anna Nicole Smith – and ours would come some way before wading around in nuclear waste and radioactive material in the search of valuable artefacts. But each to their own, and this game is packed full of people known as stalkers who break into the 'Zone' (a military quarantined part of Chernobyl) looking for valuables and other information.

BIG TROUBLE

S.T.A.L.K.E.R promises to be a massive game made up of many different elements – survival, first-person shooter and RPG. You can talk to NPCs to gain information and trade items. Some will help you out of trouble, others will try to kill you and nick your items. With more than 100 other stalkers at work in the Zone, you need to move fast as well. There's every possibilty that if you don't, one of them will do all the necessary investigating before you do.

> **...some will help you out, others will try to kill you and nick your items...**

This realism is continued in all other areas of the game. Your character needs to sleep and eat, your weaponry wears out the more you use it and carrying too many items slows you down. The enemies you encounter work in groups and, far from just standing around waiting for you, they're going about their day-to-day lives so you never know exactly where they are.

There's certainly a lot being promised - we'll find out if *S.T.A.L.K.E.R* delivers the radioactively contaminated goods in the spring.

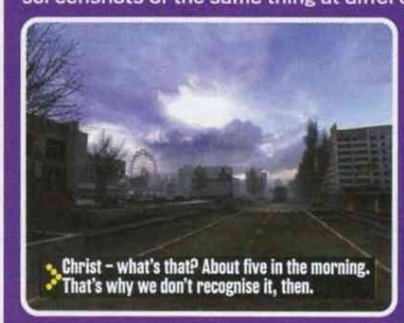
Softography

These guys have also made...

American Conquest	78%
Codename: Outbreak	59%
Cossacks: The Art of War	72%
Firestarter	N/A

Nightfall-out

How better to demonstrate to the world how sophisticated your lighting and weather effects are than to take millions of screenshots of the same thing at different times of virtual day? It does look pretty good for a big disaster zone, though.

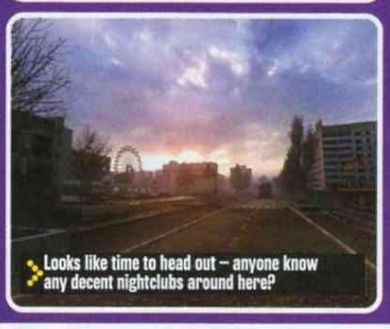


Christ – what's that? About five in the morning. That's why we don't recognise it, then.

Getting lighter. Rush hour would be starting about now, except that no one lives here.

Daytime – now's the time to get exploring, salvaging and talking to fellow stalkers.

Just when we were starting to get a tan, it's time for the sun to disappear again.



Looks like time to head out – anyone know any decent nightclubs around here?

It's got dark and scary. Night-time brings a whole new set of dangers and monsters.

GM PREDICTS

HIT Set in a massive, living world and totally non-linear. It's all set to be one of the biggest PC games of the year.

MISS It might cross the boundary into 'too realistic' territory for some. Sleeping's for wimps (and *Sims*-players) after all.

ANTICIPATION

12

Fit a whole world into your pocket.

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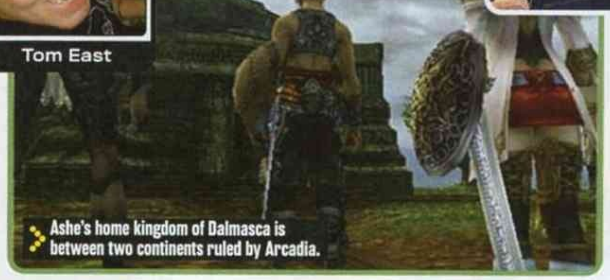
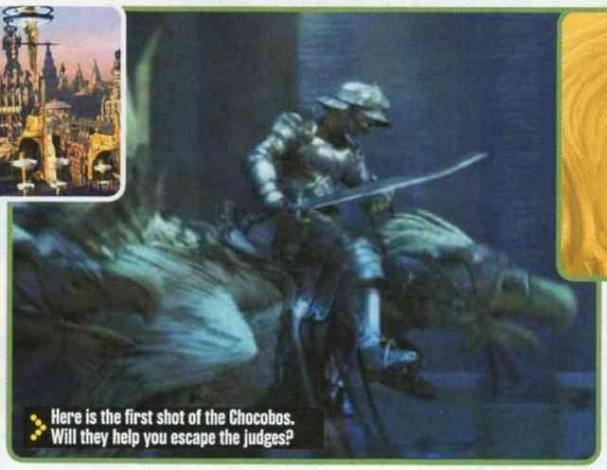
OUT: SUMMER 2004 | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** SQUARE | **PUBLISHER:** SONY | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 020 7859 5000 | **PLAYERS:** 1

PREVIEWER

Tom East



Ashe's home kingdom of Dalmasca is between two continents ruled by Arcadia.



Here is the first shot of the Chocobos. Will they help you escape the judges?

Here's Ashe. She's got to tool up and get ready to battle for the rebels.

Usually the blokes in *FF* are a bit moody, but Vaan is chilled out. Apparently.

Final Fantasy 12

SHOTS! • NEW GAME! • FIRST SHOTS! • NEW GAME! • FIRST SHOTS! • NEW GAME! • FIRST SHOTS! • NEW GAME! • FIRST SHOTS! • NEW GA

Final Fantasy X-2 and *11* haven't even **hit the UK yet,** but we've scooped **all the new screens** of *Final Fantasy 12*!

War Against Terror

The judges will be attempting to bring law and order to Ivalice. Only problem is, as you're a rebel, they won't be on your side.

Just one of *Final Fantasy 12*'s airships. It looks amazing and appears to be armed with a massive gun.

The Bangaas and Viera races from *Final Fantasy Tactics* will make an appearance.

The enemies look as formidable as ever. Good job Vaan's an optimistic character as it looks like he's the underdog.

A princess's kingdom has been invaded by a powerful empire, her family have been killed and the only way she can hit back is to join a rebel alliance where she meets a handsome young man. No it's not Princess Leia's story. It's Ashe's, and this is *Final Fantasy 12*.

Although *FF12* is set in the world of *Final Fantasy Tactics*, we're back in (un)familiar territory as, after making the first ever true *Final Fantasy* sequel in the form of *FFX-2*, Square have once again created an all-new set of characters, game system and story.

After Ashe's kingdom, Dalmasca, is invaded by the Arcadia Empire, Princess Ashe is left as the only surviving member of the Royal Family. She joins a rebel army where she meets a bloke called Vaan who, unlike most *Final Fantasy* stars, is quite a happy chap.

...the most exciting thing is the appearance of huge airships...

Softography

These guys have also made...

Final Fantasy 10	92%
Kingdom Hearts	86%
The Bouncer	72%
Final Fantasy 8	95%

BA-WNACY

Apart from the story, Square have released few details about their new epic. We do know that characters will speak different languages and that the Moogles will have iron legs, but the most exciting thing is the appearance of huge airships. Vaan would like to be a sky pirate and one of the flying ships will be 340 metres long.

Vaan and Ashe will probably need these craft to make a getaway from the judges, the law-men from *Final Fantasy Tactics*. They will be terrorising Ivalice in *Final Fantasy 12* and the rebels spend most of their time fleeing from the advances of the Justice keepers.

Final Fantasy 12 won't even hit the shops in Japan until June at the earliest, but it is already looking every bit as beautiful as *X-2*. We'll be back with new shots and hopefully the first details of that new game system very soon. For now, check out our verdicts on *Final Fantasy X-2* (review, page 98) and *11* (review, page100).

Hope Square'll get the translation sorted for a UK release by the end of 2004.

Camera Action!

For the first time in *Final Fantasy* history you'll be able to move the camera around. Doesn't sound like a big deal, but it means that Invalice has been rendered in full-on 3D. They've had to cut the polygon count, but it doesn't seem to have made a difference. Check out these amazing screens to see what we mean.

Vaan explores the Mediterranean-style world of Ivalice. Nice place, pity about the war.

Final Fantasy 12 kicks off with the first meeting of Vaan and Ashe. Their world is about to change.

GM PREDICTS

HIT It's the biggest RPG in the world and *Final Fantasy 12* looks as pretty as the brilliant *FF10*.

MISS The new game system has forced Square to cut the polygon count by half, so it's not as groundbreaking as *FF10*.

ANTICIPATION

1 2 3 4

uk.playstation.com

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With over 50 annihilatingly destructive weapons, Ratchet and Clank 2 has got more firepower than you could shake a quadruple-barrelled-laser-guided-ballistic stick at.

fun, anyone?
PlayStation.2

NEW GAMES

More games than it's almost possible to comprehend – all out next year!

DORORO

PUBLISHER: ..... SEGA

Dororo is only the working title, so this game could end up being called *Blood Will Tell*. What is certain though, is that it's a Samurai action game based on a Manga tale. Our hero is Hyakkimaru who's skilled in weapon concealment – he's got a bazooka in his leg and blades hidden all over his body. He's a walking Swiss Army Knife.

OUT TBC

Dororo is actually the second playable character. A charming Ninja lass.

GM PREDICTS

Currently residing in the same part of our brain that thinks about *Shinobi* and *Onimusha*. Looks bloody and hack'n'slash heavy which is how we like our Samurai games. This years *DMC*?

SPAWN: ARMAGEDDON

PUBLISHER: ..... EA

We last saw him kicking ass on the Xbox version of *Soul Calibur 2* and the Todd McFarlane-tormented tight-wearer is getting his own action game. Set in a near future New York, Spawn will be caught in the middle of the usual struggle between good and evil. Luckily he's got his symbiotic suit, superhuman strength and hell powers to help.

OUT MARCH

This game is being developed by Namco, the same guys who made *Soul Calibur*.

GM PREDICTS

Spawn is a massively popular anti-hero with tons of potential to be a great video game star, so if the gameplay is right this could be top. But remember the film? Not all Spawn tie-ins are good.

MIDDLE EARTH ONLINE

DEVELOPER: ..... VIVENDI

Yes, it's exactly what you think it is – Tolkien's magical D&D universe recreated in cyber-space for RPG fans. Gamers can choose to play as humans, dwarves, elves or hobbits and either team up in a nine-strong 'Fellowship' to undertake adventures or just potter around chatting and building communities. Knock yourself out!

OUT NOVEMBER

Time to go to Middle Earth and fight against evil yet again...

GM PREDICTS

It's a bit tight that it's not possible to form a gang of Dark Riders, but there's bound to be a huge demand for this game. However, Vivendi's recent *Lord Of The Rings* games have only been decidedly average.

CARVE

PUBLISHER: ..... TAKE 2

No, not a whittling game, *Carve* brings us more jet ski action. There are 27 tracks over four locations and will have distinct Xbox advantages of having superb water effects and an online multiplayer option.

OUT TBC

GM PREDICTS

Will have it's work cut out to better *Wave Race*, but could flourish online.

HE-MAN: MASTERS OF THE UNIVERSE

PUBLISHER: ..... TDK

The beefcake with the bowl cut is back. Just like the Turtles, this game is all part of the merchandising campaign that's supporting the launch of the new *Masters Of The Universe* cartoon series. The game will be of the hack'n'slash variety, with He-Man taking on Skeletor's minions on foot or on the back of a tooled-up BattleCat.

OUT MARCH

That's He-Man, that's Battlecat but please don't tell us that's Skeletor.

GM PREDICTS

Could be a huge hit depending on how popular the TV series gets. As to the quality of the game, don't get your hopes up too much. Expect this to bright, bold and functional rather than subtle and inspired.

MCFARLANE'S EVIL PROPHECY

PUBLISHER: ..... KONAMI

This is a game inspired by a range of action figures. Wowzer! It's a third-person squad monster blasting game, that features over 150 types of bad guys including Dracula, the Mummy and Frankenstein's monster.

OUT MAY

GM PREDICTS

Expect beautifully designed characters and graphics.

DRAKENGARD

PUBLISHER: ..... SQUARE ENIX

Woah! Weird. This about a lad called Kyme who makes a pact with a dragon in which they swap hearts so he can go and save his sister. The resulting game sounds much like the original *Draken* in that the action is either on-foot or dragon-mounted and involves taking on a whole empire with a sword and bad breath. Good luck to 'em.

OUT MARCH

There's a strong RPG element with both the dragon and Kyme developing.

GM PREDICTS

Is there much call for dragon riding games these days? *Drakengard* may well turn out to be pretty decent but *Panzer Dragoon Orta* was a cracking game that didn't sell too well. A crying shame.

NINA

PUBLISHER: ..... NAMCO

Part of what made *Tekken* so great was the care and attention that had been taken in creating the various characters. Each one had an intriguing back story or a curious day job to fall back on once the Iron Fist was over. You had evil ruler of the world Heihachi, Paul the professional gay and the little chef Marshall Law. And then there was the lovely, once-frozen Nina who was an assassin for hire and it's her exploits that are the focus for this brand new action adventure.

We can dismiss any fears that this will just be a pumped-up *Tekken Force* as the game is part fighting, part stealth and part platformer. Also Nina doesn't have to rely on her explosive *Tekken* moves as she's able to show off her dexterity with swords and guns. There's no need to fret if you struggled with the old *Tekken* button combos as the combat system only uses the analogue sticks allowing Nina a 360° range of attack.

The big question though is, does this spell the end of *Tekken* as a beat-'em-up series? And will Kuma be getting his own game?

Schoolboys favourite Nina gets her own game.

Button combos are out, now you just fight!

Nina, now with added sword. This will rock!

We wouldn't want to be on the other end of this attack.

OUT TBC

Waiting to make her move, Nina sneaks around after her enemy.

GM PREDICTS

We're very excited about this game. Exploring Nina's colourful history, which *Tekken* only touched upon, helps take the fighting series even further. From the information we have, the game incorporates stealth with fighting of a *Devil May Cry* nature which should be more than enough to entertain us. Our only worry is that by using the analogue stick as a means of attack has had limited success in past games. But if this is a success, it could be the start of more *Tekken* spin-offs. Ace!

100 BULLETS

PUBLISHER: ..... ACCLAIM

100 Bullets for those don't read graphic novels, is a top-selling DC Comic which follows the exploits of Agent Graves, a shady hard-boiled type who goes around offering people no strings attached revenge on any target they want. Just why he wanders around doing this is the game's big mystery and will make you consider the moral implications of capping people in the face.

The game takes shape as a stylish third-person shooter that's going to have attitude to spare thanks to a fully licensed soundtrack and Hollywood voice talent. We're thinking *True Crime: Streets Of LA* without the cars.

OUT OCTOBER

Acclaim has said this will do to video games what *Pulp Fiction* did for movies.

GM PREDICTS

Sounds cool but there's a lot of edgy action games coming out next year – *NARC*, *Getaway 2*, another *GTA*, so this might get lost in the hail of tough guys with guns. Needs to offer more than an cute plot.

Lets hope it's more than a *Max Payne*-lite.

Diving sideways with two guns... All too familiar.

A-ha, the use of human shields! How cunning!

HEADHUNTER: REDEMPTION

PUBLISHER: ..... SEGA

It's the sequel to a game that first came out on the Dreamcast. The first *Headhunter* featured Jack Wade as a bike-riding, pistol-popping badass. Now he returns with girly sidekick, Leeza-X, in a game that's set 20 years after the original, so don't expect Jack to be as spritely. Do expect more auto aiming shooting, though.

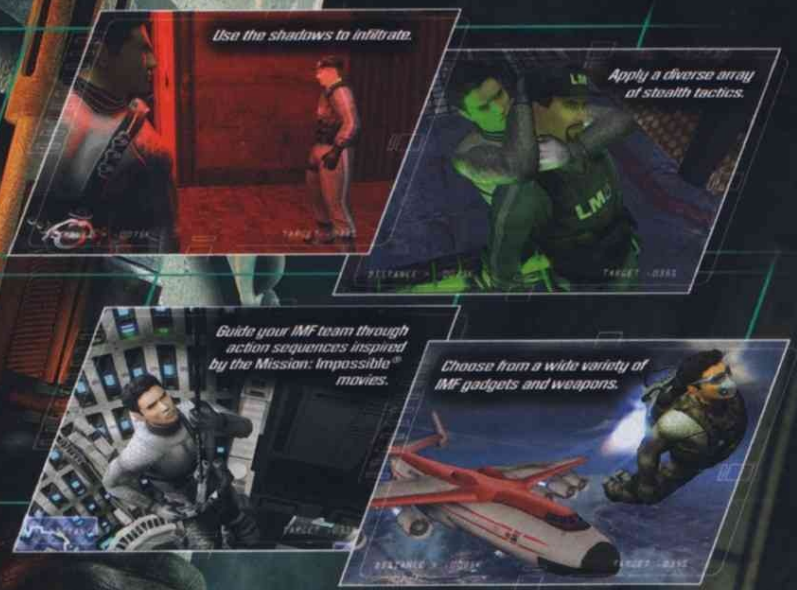
OUT MARCH

Leeza X is Wade's protegé whom he's taken under his wing.

GM PREDICTS

The original game was excellent and if the sequel can retain the accessible action and combine it with an equally enthralling storyline then Sega could be looking at a sizeable springtime success. Oh yes...

"Slick, polished and highly inventive."
PlayStation Max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PlayStation 2 XBOX GAME BOY ADVANCE

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MONSTER HUNTER

OUT TBC

2004 looks set to be the year of the huge prehistoric RPG genre (oh good, our favourite – ahem) what with *Fable*, *BC* and now *Monster Hunter*. Capcom's predominantly online action/RPG allows up to four players to join forces and head off in search of giant creatures to hunt.

The battle system is similar to that of *EverQuest*, with real-time combat alongside turn-based battling. You can attack enemies from up close or from a distance and have access to different kinds of attacks depending on how many allies are in your party.

One of the more interesting aspects though, is the behaviour of the monsters. They react to each other and some hunt in packs, others on their own. They also eat, sleep, defend their territory and generally go about doing everything you'd expect a wild animal to do. Sniff each other's arses? Well, that's something you'll just have to try and wait to find out.

▲ Certain creatures stick together and hunt in packs.

▲ Stay back. Some monsters are best taken out from afar.

▲ Just when you thought things couldn't get any worse, you find one of these buggers down the toilet.

You can build bases, but ensure you defend them from invading monsters.

FIRST IMPRESSION

While a lot of the details are yet to be revealed, from what we've seen so far, *Monster Hunter* should be interesting stuff. An in-depth storyline, items to gather and experience points to earn are all part of the world Capcom are busy creating and while the game looks to be based around online play (using the broadband adaptor) there will be an offline game included as well. Tracking and hunting intelligent creatures in a team should be good if Capcom can get it right.

GM PREDICTS It's a bit different for the PS2 and it should keep online RPG fans going for a while. Action as well as turn-based strategy? Sounds like a winning formula.

METROID: ZERO MISSION

OUT TBC

The Metroid series goes back a long way – 17 years back, in fact. Too far back for some of us to remember properly. So it's clearly remake time...

Taking the winning formula of *Metroid Fusion* with its 2D explore and shoot gameplay, *Zero Mission* melds it with the original NES game's setting, Planet Zebes. The planet is looking much different now though, with new outdoor environments and new enemies and the game features many of Samus's more recent power-ups, like the morph ball, bombs, ice beam and missile tank.

Mind-meddling puzzles remain a big part of the game – in one section we saw, Samus had to morph into a ball and plant a series of bombs to blast up far enough to reach a platform. Another part showed off the typically huge bosses – a giant worm with a spikey body that blocked the way ahead. After shooting it with a missile, its spikes fall and you need to avoid them. Top Metroid action.

▲ The 2D jumping/shooting levels will keep *Metroid* fans happy.

▲ There are all sorts of new enemies and bosses.

▲ Samus is still equipped with her trusty arm cannon and can now morph into a ball. Handy for escaping enemy fire.

As a ball, small corridors are accessable. Useful for solving all sorts of puzzles.

FIRST IMPRESSION

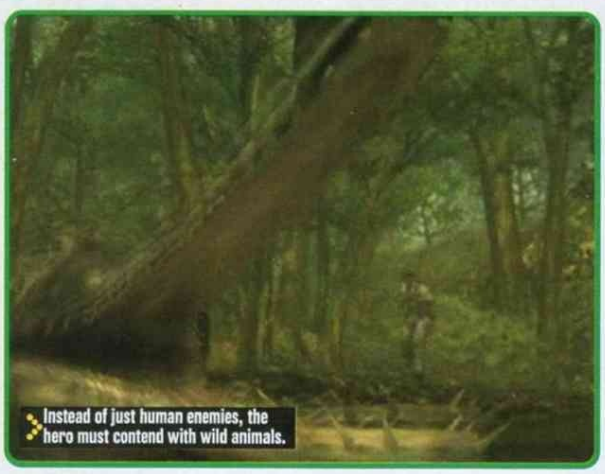
Visually, *Metroid: Zero Mission* looks very similar to *Metroid Fusion* – no bad thing seeing as *Fusion* is one of the best looking GBA games to date. The formula hasn't been meddled with too much either – although it's a remake of a 17-year-old NES game, anyone who's played *Metroid Fusion* should be immediately at home with Samus's abilities, like the Super Dash. Another GBA *Metroid* game can only be a good thing, although exactly when in 2004 it'll be released is yet to be confirmed.

GM PREDICTS With few GBA games confirmed for 2004, *Metroid: Zero Mission* is an important release that should be huge, just because it's *Metroid*.

OUT: WINTER 2004 | **FORMAT:** PS2 | **PRICE:** TBC | **DEVELOPER:** KONAMI | **PUBLISHER:** KONAMI | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 01895 470 503 | **PLAYERS:** 1

Metal Gear Solid 3: Snake Eater

Metal Gear meets SAS survival in the new game... But do you play as Snake or not..?



Instead of just human enemies, the hero must contend with wild animals.

The environments are very different, but the stealthy, sneaky gameplay remains.

▲ The hero now carries a knife to silently and ruthlessly slit the throat of enemies.

▲ Enemies are everywhere. Luckily you have grenades, flares, a shotgun and more.

You can swim from trouble. They can't see him down there.

Make like a monkey with new tree climbing and hanging moves.

Konami still aren't giving many details on this one.

What we do know though, is that *MGS3* is going to introduce more changes than any other *Metal Gear* game to date. Mainly because it's set in the jungle, the hero can climb trees, hang from branches and swim. He must also eat, but new food can make him ill, but he'll build up a tolerance.

We say 'the hero' because Konami still won't say who you play as. It looks like Snake, but this game's set in the sixties (Snake was born in the seventies) so it's likely you actually play as Big Boss, Snake's Army operative. When we find out for sure, you'll be the first to know.

GM PREDICTS

HIT: A *Metal Gear* game that's going in a new direction, with huge jungles but still the familiar stealth-based gameplay.

MISS: Not playing as Snake in the jungle is would make a different game. It could move too far from the winning formula.

ANTICIPATION 1 2 3 4 5

PREVIEWER: Thomas East

OUT: JUNE 2004 | **FORMAT:** XB | **PRICE:** £40 | **DEVELOPER:** TECMO | **PUBLISHER:** TECMO | **SPECIAL FEATURES:** XBOX LIVE | **OTHER FORMATS:** NONE | **CALL:** +1 310 944 5005 | **PLAYERS:** 1

PREVIEWER

Alex Cooke

Puzzles make up only about 5% of the action and most of them are simple enough to solve first time.

All of the fighting is auto-aimed, so if you throw a star or lunge with your sword it will always hit a target.

▲ The amount of blood on show might be changed to avoid the game getting an 18 rating but it still looks pretty brutal.

▲ The action is on the tough side but the game is pretty generous with restart points, so it doesn't turn into *Shinobi*.

Ninja Gaiden

LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDATE! ♦ LATEST SHOTS! ♦ UPDAT

Swords? Ninjas? **Guts and gore?** All it needs is a few **pirates flipping out** to be totally sweet!

Ninjas – they roam the land free of the bonds of hearth and home, kind of like *Big Issue* sellers. They fight on the side of the poor and the downtrodden, again, like *Big Issue* sellers. And sometimes they totally flip out and kill people – probably like *that Big Issue* seller in town. You know, the one with the mad, staring eyes?

Softography

These guys have also made...

Project Zero	88%
DOA Xtreme Beach Volleyball	46%
Project Zero XB	82%

But Ryu Hayabusa is one swordsman who has given up his lonely life to settle back amongst his tribe. Which probably explains why, when Lord Vigor butchers his family, our hero swears revenge and sets out on a quest to find the Ryuken sword and defeat the murdering monarch.

FIGHTING TALK

Which, of course, is our cue to embark on the best aerial acrobatics this side of *Prince Of Persia* and the flashiest carnage we've seen since, well, *Onimusha*.

For a skilled swordsman like Ryu, speed is your main weapon. Well speed, shurikens, nunchaku and a bloody huge hammer. With a *Shinobi*-like pace you scamper along walls, slicing and dicing foes into bloody chunks while they slash blindly at the dust you leave behind. The controls are rather clever too, mixing simplicity with depth, so while it's easy to somersault and slash, it takes skill to string together huge combos and turn every death into a brutal and beautiful ballet.

> ...you **scamper** along walls, **slicing and dicing** foes into chunks.

Even with the US version appearing before the New Year, *Gaiden* still holds a few secrets, one of which is an online mode that Tecmo promise will be totally different to anything seen before on Xbox Live. But with this current version only half complete and the 15 levels being some of the biggest we've seen, it's going to be a busy Christmas for the Tecmo boys.

Ninja Power

Just like in the original game, the ninja Ryu also has his own magical powers that can be turned against the bigger foes. The five flames that appear just underneath your energy bar represent the amount of Ninjitsu power that you have left, while the gem in the corner tells you which type of special power you currently have selected.

▲ The Fire Wheels from the original game have been kept and they look pretty spectacular.

▲ Killing enemies lets you rebuild your magic supply, so start the slaughter with these chaps.

I Came, I Sword, I Conquered...

Every ninja needs his own armoury and Ryu's is stocked to the tune of 15 items. This weaponry is so sharp and pointy that you don't want to try running with them – you could have someone's eye out. Each weapon from the katana to the nunchakus has to be used differently and each also has its own combos.

▲ The bow isn't your only long range weapon but it is the most powerful. However, it does take time to load, draw and fire.

The over-sized war hammer is tough enough to blast through walls, but it does take some time to get enough of a swing going.

GM PREDICTS

HIT It looks incredible, it moves brilliantly, it bleeds, it blurs, it bounces. It could be as much fast fun as *POP*.

MISS The puzzles are pretty light going and you might get bored of hacking away constantly. Remember *Enter The Matrix*?

ANTICIPATION

1 2 3 4 5

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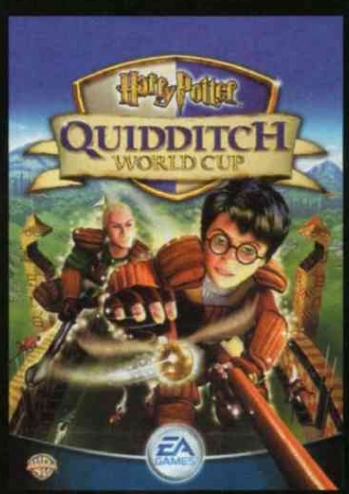
(s03)

Harry Potter
QUIDDITCH
WORLD CUP

IN LUDO EST

Here's your chance to play Quidditch – the favourite sport of witches and wizards. Take your house to victory at Hogwarts™ and then compete in the ultimate challenge – the Quidditch World Cup. Choose from any one of nine national teams and play all the positions. It's fast. It's thrilling. It's the first time you've been able to experience it all.



EA GAMES

Challenge Everything

OUT: MARCH 2004 | **FORMAT:** XB | **PRICE:** £40 | **DEVELOPER:** REFLECTIONS | **PUBLISHER:** ATARI | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** PS2 | **CALL:** 020 8222 9700 | **PLAYERS:** 1

PREVIEWER

Kath Brice

Driver 3

Once again, you have the option to just 'take a ride'. Pick a city, choose a starting point and away you go.

Tanner's never looked so good. Cutscenes take their inspiration from the likes of *Pulp Fiction*.

The roads are packed with cars – weaving through them will help lose a police tail.

Motorbikes feature for the first time in a *Driver* game. And they're very good for riding off roofs and over ramps.

As ever, much of the game will involve tailing criminals and avoiding the very persistent police.

LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE! • LATEST SHOTS! • UPDATE!

Driver 3 revs up to **take on the big boys.** GTA's biggest rival? **You betcha...**

You've got your *Getaways* and your *True Crimes*, and yes, they're fun to play, but neither has the pedigree of *Driver 3*.

Driver and *Driver 2* were car-chasing classics on the PSone. At the time, they looked fantastic, but more importantly, the cars handled perfectly for the purposes of replicating the best bits of every gangster car chase ever filmed. That's with a handbrake that could slide you around a corner without so much as looking at the foot brake and, with a little practice, the ability to 180 and pull off doughnuts with style.

Softography

These guys have also made...

Driver	93%
Driver 2	92%
Destruction Derby 2	90%
Stuntman	82%

PRETTY NICE

It's lucky, then, that while *Driver 3* has had a complete visual overhaul, with bigger, prettier version of Nice, Istanbul and Miami, the series's essentials remain. That's gameplay modes such as Checkpoint Race and the rock-hard Survival, and the handling, which is just the same.

Driver 3's emphasis is still firmly on, well, driving, but

> "...the cars **handled perfectly** for replicating every **car chase**..."

around 30% of it will be on foot. Your arsenal of weapons includes Uzis and grenade-launchers, and everything around you can be destroyed.

Mission-based driving and crime games might be everywhere these days, but there aren't many with the style of the *Driver* games. Reflections are also promising *Driver 3* will be as challenging as ever, but even more fun, so expect more near-impossible missions like the 'Chase the Gunman' one in *Driver 2*. You loved it really.

Repetitive Feats

The previous games' Director Mode let you direct your own *Driver* movies, but it's now easier to use. There's also a Thrill Cam. Press down ⓑ and ⓑ any time during the game and you'll get a slow-mo distance shot of what you're doing.

D3 isn't about mowing people down or robbing them blind. It's more stylish, with funky music and a gangster theme.

Cities are fun, with ramps, hills and cliffs to get some serious air. You can even drive across rooftops.

A Tanner in the Works

Undercover cop Tanner makes his return in *Driver 3* investigating a carjacking network of crims. Now though, he can leap out of his vehicle, brandishing weaponry that can be used in first or third person. And he can choose from over 80 different types of vehicles – lorries, buses, sports cars, old bangers, boats and motorbikes. Phew.

A gentle drive around Nice in France. Lovely. But this is *Driver 3* remember...

The sound of sirens has you slamming your foot to the floor and pulling off some dicey two-wheeled manoeuvring.

The cities are much more interactive than before, so you can take out lampposts as well as other cars.

GM PREDICTS

HIT Improvements in all the right places should have fans desperate to get their driving gloves on this one. Us included.

MISS Back in the PSone days, there wasn't as much competition. Now we've experienced *Vice City*, will *Driver 3* make an impact?

ANTICIPATION

1 2 3 4 5

ADV FILMS

IS ANIME!

FULL METAL PANIC!

A school vacation turned hostage nightmare is a rescue job for Sousuke & MITHRIL – but who will save Kaname?

Cat# DFM/002

12

RAHXEPHON

Mecha action and shifting realities as Aya's worlds converge!

PG

Cat# DRX/003

SONIC THE HEDGEHOG

The brave blue hero is back, starring in his own motion picture, filled with all the fast-paced energy and action-packed excitement that Sonic the Hedgehog is famous for!

Cat# DHH/001

PG

ALSO OUT ON DVD

Boogiepop Phantom

12

DBGP/004

DIRTY PAIR FLASH

12

DDF/003

NEON GENESIS EVANGELION

12

DEV/007

AVAILABLE EVERYWHERE 15/12/03

HMV

Z.O.E DOLORES,I

12

DZE/006

BUBBLEGUM CRISIS

12

DBG/006

ADV FILMS

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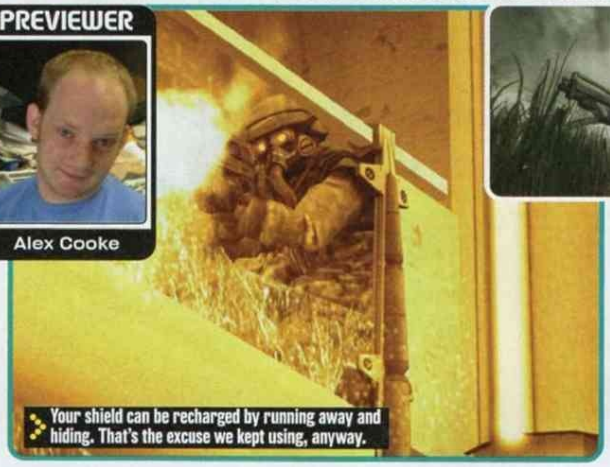
OUT: WINTER 2004 | **FORMAT:** PS2 | **PRICE:** TBC | **DEVELOPER:** GUERRILLA GAMES | **PUBLISHER:** SONY | **SPECIAL FEATURES:** ONLINE | **OTHER FORMATS:** NONE | **CALL:** 020 7859 5000 | **PLAYERS:** 1-8

PREVIEWER

Alex Cooke



Your shield can be recharged by running away and hiding. That's the excuse we kept using, anyway.

There is also a plan to create a co-operative split-screen mode to go with the online game.

▲ The Helghast aren't aliens but a rebel faction of human soldiers fighting against the loyalist ISA troops.

▲ The heavy weapons can only be carried by certain troops but they aren't small enough to creep through the narrow gaps.

Killzone

♦ FIRST SHOTS! ♦ UPDATE! ♦ FIRST SHOTS! ♦ UPDATE! ♦ FIRST SHOTS! ♦ UPDATE! ♦ FIRST SHOTS! ♦ UPDATE! ♦ FIRST SHOTS! ♦ UPD

Sony must be ***Krin*-ing themselves** to death as their **mysterious 'Halo-beater'** gets us salivating again...

Magic Moments

There are sections of the game that are full of fun, firefights and carnage – just like the end of any war movie.

▲ There will be set-piece battles, but the enemy are smart enough to react when shot or panic if they lose a leader.

▲ Don't expect ray guns and blasters – all of the 22 weapons are almost real, including the grenade launchers.

▲ Vehicles do appear, you definitely won't be able to take them for a drive. Fixed gun positions are another matter.

It's the best of games, it's the worst of games.It's the ultimate squad-based shooter, it's just another FPS. It either will grind *Halo* into the floor and dance about on its grave in size-12 clogs, or be beaten by *Lloyd Grossman's Master Chef*... the CD-ROM.

One way or another, *Killzone* has to be one of the most talked-about and least known-about games of all time. But it's still a spectacular-looking forum filler and we've got all the latest shots and views you could wish for.

For anyone who doesn't know, *Killzone* is the first PS2 title to be produced by Dutch developers Guerrilla Games (formerly Lost Boys) and they are still keeping a lot of the details pretty close to their orange-clad chests. However, they have revealed enough of their futuristic blast-'em-up for us to be able to tell you that it looks incredible.

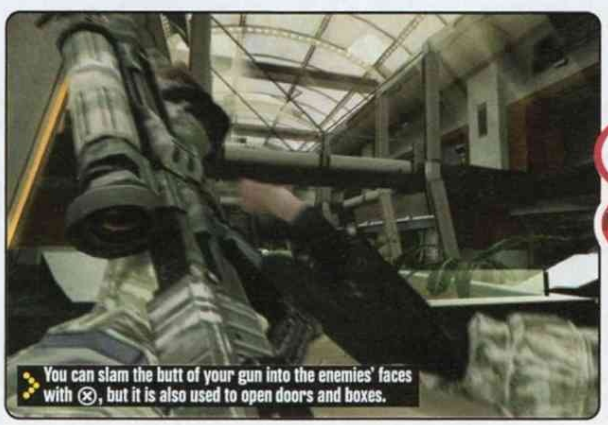
"...enemies' eyes glow a sinister amber until they're blasted backwards."

THRILL ZONE

Amazing backgrounds develop into layers and layers of dense jungle plants, while the open industrial areas are equally impressively huge and grimy. The soldiers on your side have superbly detailed faces and uniforms, while the smart enemies' eyes glow a sinister amber, right up until the moment that they're blasted backwards in a spectacular hail of bullets.

It's fast, too, rattling along at a frenetic pace with loads of dramatic set-piece moments, including gunship attacks, that should keep the action bouncing along throughout all the promised 26 levels.

With 22 weapons and an as yet secret online mode, there is plenty that remains to be seen in *Killzone*, and plenty for Guerrilla Games still to do, but from what we've seen so far this is one game that looks as though it may actually succeed in living up to all the hype.



You can slam the butt of your gun into the enemies' faces with ⊗, but it is also used to open doors and boxes.

Four-Some

The futuristic story starts with four troopers caught behind enemy lines, cut off from their own side in a captured bunker and surrounded by Helghast soldiers. Encircled, they have no choice but to fight their way out, and that's when the dropship above starts disgorging its belly full of stormtroopers. This is the *Killzone* of the title.

▲ You've three characters by your side.

▲ You don't control the rest of your squad though. They fight by your side.

GM PREDICTS

HIT Fantastic graphics, lots of smart ideas and some lovely big action sequences whet our appetite and soil our seat.

MISS With three levels to complete and the online sections still to come, can it live up to the hype and the expectation?

ANTICIPATION

1 2 3 4 5

HANDS ON 2004

We've seen 'em, we've played 'em and we've got their number...

ALIAS

PUBLISHER: .....CAPCOM

Imagine becoming the multi outfit-changing spy and appear in this spin-off stealthy beat-'em-up. With six missions and 12 changes of costume, you can dish out up to 1,000 moves including disarms and neck snaps on over 100 NPCs, all in the name of the CIA and spangly tops. Of course.

OUT DECEMBER

FIRST IMPRESSION

This is more than a name slapped on a beat-'em-up. The action sticks closely to the series. It looks pretty solid to us.

GM PREDICTS A great TV series with enough clever ideas for a pretty good game.

BOKTAI: THE SUN IS IN YOUR HANDS

PUBLISHER: .....KONAMI

Thanks to a solar panel in the cartridge, this arcade adventure from Mr '*Metal Gear*' Kojima uses the sun's rays to power up a beam weapon in the war against vampires. Playing in bright light makes you stronger but too much sun can over-heat your weapon and leave you weak.

OUT MARCH

FIRST IMPRESSION

The solar panel sounds like a novelty but it works well alongside clever puzzles in what could be a blinding stealthy adventure.

GM PREDICTS It looks great, plays brilliantly and it has new kit attached. How could it fail?

BREAKDOWN

PUBLISHER: .....NAMCO

Mental illness japes abound in this amnesiac first-person puncher. You can communicate with other characters, throw combos and even puke your guts up, all seen through the eyes of your forgetful hero. There are also puzzles and a serious story that unfolds as you regain your memory and start to understand your dark powers.

OUT SUMMER

FIRST IMPRESSION

The whole game is going to hang on how well throwing uppercuts in FPS works. So far we aren't convinced.

GM PREDICTS Superbly unique or a bit weird. It could go either way at the moment.

FABLE

PUBLISHER: .....MICROSOFT

This RPG epic develops your character from 15-year-old spod to fully fledged magician. You can be either a wizard or a warrior. You can even play with four mates.

OUT MARCH

GM PREDICTS The Xbox needs a *Final Fantasy*-beating RPG and this should do it.

BREED

PUBLISHER: .....CDV

Sci-fi shooting in a *Halo* vein, but here you have the chance to pilot dropships and man gun turrets in a 25-mission multi-player first-person shooter. In a brilliant twist you aren't just limited to fighting on the planet's surface, instead you can steal fighters and fly up to a huge battleship that is orbiting the world.

OUT FEBRUARY

FIRST IMPRESSION

Going into the skies and fighting enemies brings new gameplay the FPS genre needs. At last a game that stretches the boundaries.

GM PREDICTS The FPS competition will be hot, but *Breed* looks big enough to hold its own.

CASTLEVANIA: LAMENT OF INNOCENCE

PUBLISHER: .....KONAMI

The Belmont family take out their grudges on the vampire community in this cracking *Devil May Cry 2*-style adventure. Just like all the other kins of Leon, this hero is armed with an enchanted whip and a knowledge of some very dark arts which he uses to somersault and slap his way through a demonic castle.

OUT FRIDAY

FIRST IMPRESSION

Style with just a touch of substance makes Leon a looker and demonstrates a Dante-like devotion to demonic carnage.

GM PREDICTS It should do the legendary slayer justice with the best 3D interpretation yet.

DEAD OR ALIVE ONLINE

PUBLISHER: .....TECNO

Double the fun as the bouncy beat-'em-ups *Dead Or Alive* and *Dead Or Alive 2* are squeezed together and sent onto Xbox Live to fight it out.

OUT SEPTEMBER

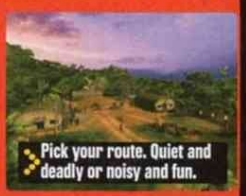
GM PREDICTS This should be a visual stunner and one of the first online fighters.

FAR CRY

PUBLISHER: .....UBISOFT

What could be further from the grim near-future of *Deus Ex* or the underworld meets overworld of *Half-Life* than a beautiful desert island? Well, you're wrong, so damn wrong. For this sandy retreat is every bit as dangerous as the far-flung future, for this island is crawling with mercenaries, jeeps and machine guns.

Stealth and violence is the key as you sneak or shoot your way across this boundless tropical island, matching yourself against a sophisticated AI, hiding in the jungle, blasting away with the mounted machine guns or stealing a Humvee and running the mercenaries down.



OUT MARCH

GM PREDICTS

It looks incredible and it plays well, too. With 12 weapons and eight multiplayer maps, it should stand up against even *Doom* and *Half Life*.

GM PREDICTS For a game that's snuck in from the outside, this game could be amazing.

F-ZERO: FALCON DENSETSU

PUBLISHER: .....NINTENDO

This edition of the most famous rocket racer will feature 30 drivers all competing on the same course. With a Time Attack section, GP mode and 40 missions to play through.

OUT SPRING

GM PREDICTS Can it really better the fun we've had with *Maximum Velocity*?

CONKER: LIVE AND UNCUT

PUBLISHER: .....MICROSOFT

The swearing squirrel dusts off his explosives and expletives as *Live And Uncut* cleans up the graphics and gets even more down and dirty with the language. Alongside the return of the classic solo game, is a team battle for up to 16 Xbox Live players to throw bombs and insults at each other.

OUT TBA

FIRST IMPRESSION

Casualties and cursing go side-by-side as an N64 belter is buffed up and turned into a blast of a multi-player deathmatch.

GM PREDICTS Bad jokes, bad words. It won't beat *Unreal* for realism, but it is close to surreal.

DOOM 3

PUBLISHER: ..... ACTIVISION

You wouldn't go back. If you'd escaped from LV427 or Elm Street the last thing you'd do is return. But *Doom 3* does. It takes you all the way back to the moon of Phobos, the scene of the groundbreaking and heart-stopping original. Not that the graphics haven't carried on marching forwards setting new standards with some horrific new versions of the classic monsters. The flat, pink, formless demons have been replaced with half-robotic, four-legged slavering giants who need to be beaten back with numerous new weapons alongside classics such as the rocket launcher and plasma rifle..

OUT TBA

FIRST IMPRESSION

The solo mode that branches off in different directions and bigger multiplayer maps look exciting.

GM PREDICTS It's almost a certainty. *Doom 3* looks set to dominate the PC next year.

FIREFIGHTER FD:18

PUBLISHER: .....KONAMI

No longer will you be too short, too cowardly or too crap at snooker to join the fire brigade. With *Firefighter* you can battle against the raging flames, cut people out of crushed cars and fight off the girls all on the PS2. Things are kept interesting with chemical spills, backdrafts and a crazed arsonist to hunt down.

OUT FEBRUARY

FIRST IMPRESSION

When the flames lick around your boots and there's a danger of a backdraft or chemical explosion, it can be amazingly tense.

GM PREDICTS Fighting fires may seem odd, but this should be a solid arcade adventure.

ROUND UP

And the deluge of gaming treats just keeps on a coming! It's almost scary!

LEGEND OF ZELDA: FOUR SWORDS

PUBLISHER: ..... NINTENDO

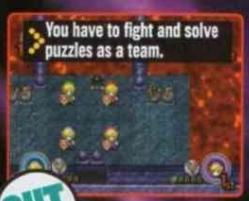
It's time to go back to Zelda's world, but this time up to four players play simultaneously on the same screen, working together to fight enemies, while competing against each other to collect the most items. Co-op play takes on a new spin, when everyone's out for themselves.

Control of the game can be done by connecting up to four GBA's into your Gamecube and you can explore together or head alone underground with your GBA, letting you carry out actions without other players seeing. Sneaky stuff. And when you're in the caves or houses, send and receive secret messages.

If you're a *Zelda* fan, this world, its items and enemies will feel very familiar to you.

The four Links look like a formidable team.

View underground action through the GBA.


You have to fight and solve puzzles as a team.

You can pick up and carry other players around.

OUT MARCH

There's plenty of bosses to fight.

FIRST IMPRESSION

It looks superb. The only problem being you and all of your friends will all need GBAs, to get the most out of the gameplay.

GM PREDICTS Sounds like a great game, but GBA dependency will restrict people.

KINGDOM HEARTS 2

PUBLISHER: .....BUENA VISTA

This RPG/action adventure sequel takes off where the first ended. Sora, Donald and Goofy return with loads of other Disney characters yet to be announced.

OUT TBC

GM PREDICTS The first was great and the sequel will hopefully feature more of the same.

PAINKILLER

PUBLISHER: .....DREAMCATCHER

Instead of mucking around trying to create hell on Earth, *Painkiller*'s developers (Bastion) have gone straight to Hades itself. In the game you will be thrust into an underworld war, fighting for purification. This FPS will to span 20 uniquely different levels and Bastion reckon you're in for intense, fast-paced action. Time will tell.

OUT MARCH

Hell makes great backdrops.

FIRST IMPRESSION

Although details are still scarce, *Painkiller* looks set to make *Serious Sam* look realistic. Is that really possible?

GM PREDICTS This shooter is set to be shaken, stirred and injected into your eyeballs.

MARIO & DONKEY KONG

PUBLISHER: .....NINTENDO

Donkey Kong has broken into Mario's toy factory and stolen Mini-Mario toys. As Mario, explore the factory, using switches and conveyor belts to retrieve the Mini-hims.

OUT TBC

GM PREDICTS It looks like a fun little game, it should be another winner for Mario.

R: RACING EVOLUTION

PUBLISHER: .....ELECTRONIC ARTS

This is a racing game developed by Namco, but don't expect a *Ridge Racer*-type arcade thrash around a track – this is far more simulation. Gone are the hot rods and the mountain roads, to be replaced with a far more sterile *GT* feel and look. To add to the uptight feel there will be a pressure gauge to simulate the stress of racing.

OUT MARCH

Don't expect to be powersliding!

FIRST IMPRESSION

Intense and precise rather than in-yer-face and arcadey. Not what we were expecting from Namco, but pretty impressive.

GM PREDICTS Might be able to exploit the gap that's been created by *GT4*'s delays.

LOONEY TOONS: BACK IN ACTION

PUBLISHER: ..... EA

Based on the upcoming film, this game puts you on the lookout for a Blue Monkey Diamond. You can switch between characters Bugs Bunny and Daffy Duck – both having unique skills. Bugs can tunnel underground and Daffy can survive being squashed or eaten. As well as being a platformer, it also has a number of neat mini-games.

OUT JANUARY

You get to play as Daffy and Bugsy.

FIRST IMPRESSION

We're not holding our breath for this one, it looks fun enough. It might turn out to be one of the better Disney games though.

GM PREDICTS Will this be just another run-of-the-mill cute platformer.

GHOST RECON: JUNGLE STORM

PUBLISHER: ..... UBISOFT

Taking a leaf from *SOCOM*'s book this tactical shooter includes the vocal commands for both the 16 missions of the solo and the 31 maps of the online mode.

OUT JANUARY

GM PREDICTS The ability to give orders on the fly make this look like another success.

GOTCHA FORCE

PUBLISHER: .....CAPCOM

You play Kou, a kid who uses Gotcha-borgs to repel aliens and scoop new robots. A two-player co-op and a trading 'bots mode should help it last beyond the first few fights.

OUT FEBRUARY

GM PREDICTS *Gotcha Force* has a Pokémon/RPG type feeling to it. Simple fighting adds fun.

MARIO GOLF TOADSTOOL TOUR

PUBLISHER: .....NINTENDO

Come on, Nintendo. What are you up to? Toadstool Tour has been out in America for a good four months now. We reviewed it back in GM138 (score 84%) and it's a top game. It doesn't have quite the simple loveliness of the first Mario Golf game on the N64, but it's still one for both budding Tiger Woodses and the golf-phobic alike.

OUT EARLY 2004

Are dungarees regular golf attire?

FIRST IMPRESSION

It's a lovely looking game. With Mario touches like warp pipes and chain chomps, adding more strategy to the game of golf.

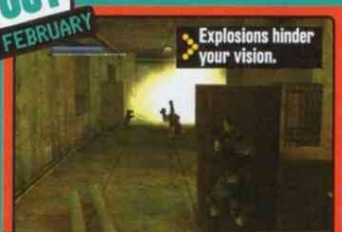
GM PREDICTS The controls aren't great, but there's a lot you won't find in a regular golf sim.

KILL.SWITCH

PUBLISHER: ..... NAMCO

A conspiracy to start a third world war sets the tone for this third-person military shooter. Through six missions spread over 18 levels you must strategically plan attacks. Find some cover and launch assaults, but mind you don't fall prey to some aggressive AI that will hunt you down if you stay too long cowering in your hidey-hole.

OUT FEBRUARY


Explosions hinder your vision.

FIRST IMPRESSION

Blasting away while hiding in a crate gives *Kill.Switch* a new angle. Shooting without sticking your head into the line of fire is great.

GM PREDICTS The game might need more variety or a co-op mode for long-term play.

KARAOKE REVOLUTION

PUBLISHER: .....KONAMI

The *Frequency* boys tune their ears with this song sim that uses an add on mic to measure the pitch and tune of your singing. With 36 songs, it should make an interesting night in.

OUT TBC

GM PREDICTS It's better than shaming yourself in public or on national TV.

ONIMUSHA BLADE WARRIORS

PUBLISHER: .....CAPCOM

Onimusha's best part is it's fighting, and now you can raise a sword and kick ass. Fight as one of 16 *Onimusha* characters with up to four players, in teams or a free-for-all.

OUT JANUARY

GM PREDICTS It'll be interesting to see how it works. Probably won't match *Soul Calibur*.

RACE DRIVER 2: THE ULTIMATE RACING SIMULATOR

PUBLISHER: ..... CODEMASTERS

A match for the almighty *Project Gotham*? Quite possibly. Codemasters are known for knocking out some fine driving games (*Colin McRae*) and seem to have chucked everything at this one. The game features over 56 racing circuits and 35 performance cars. It also has a plot which follows your career as a pro-race driver.

OUT 5TH MARCH

Over 35 performance cars are just waiting to be ridden.

FIRST IMPRESSION

Race Driver 2 is looking the part, with races, championships and a wide range of cars. We haven't had a test drive yet though.

GM PREDICTS It won't be the best, but should at least be a very decent and in-depth driving game.

KAMEO: ELEMENTS OF POWER

PUBLISHER: ..... MICROSOFT

It may have started life on the Gamecube, but when Rare switched to Xbox so did this adventure. You are Kameo, a princess who traps creatures for her collection or forces them to evolve into beasts to fight. Once an animal is added to her list, Kameo can transform herself into the beasties, flying and fighting with their skills.

OUT SEPTEMBER

These creatures aren't pretty.

FIRST IMPRESSION

A *Zelda* like-world and ethereal beauty combined with a *Pokémon*-type taste for collection should make this a belter.

GM PREDICTS These kind of Rare qualities are in short supply on the Xbox.

THE SIMS 2

PC CD

PUBLISHER: ..... CAPCOM
DEVELOPER: ..... MAXIS
PRICE: £35

OUT MAY

The game that has stolen so many hours of human life is set to return, bigger and better than ever. It's time to live someone else's life while you ignore your own yet again.

The Sims 2 takes all the ideas of the original, builds upon them and introduces a whole new concept. Now you can control your Sim over their entire life – your character actually ages. The choices you make for little baby Sim could affect how their life turns out as an adult. This is all sounding like too much responsibility to us.

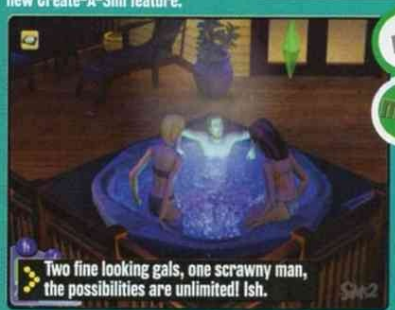
Not only that, but genetics will play a part in your own computer generated family tree. DNA will be passed from one generation to the next. So will paternity issues be fought out on *Jerry Springer*, too?

And when you've finished ruining lives, have a play with the new Create-A-Sim feature.

▲ Wow! Check out the mini-golf! Way better than a VR headset!

▲ There are different pleasure activities for different ages.

All the Sims' furnishing can be customised so you can create your dream home.



Two fine looking gals, one scrawny man, the possibilities are unlimited! Ish.

GM PREDICTS

HIT — This will be absolutely huge. Looks incredible and is set to offer almost endless entertainment.

MISS — Some people have a problem with this being too mainstream. But those people are out of touch. Ignore them.

ANTICIPATION

1 2 3 4

SPLINTER CELL: PANDORA TOMORROW

PS2 XBOX NINTENDO GAMECUBE

PUBLISHER: .... UBISOFT
DEVELOPER: UBISOFT MONTREAL
PRICE: £40

OUT MARCH

Ubisoft had a fantastic year in 2003 thanks to partly to *XIII* and *Prince Of Persia*, but also largely due to *Splinter Cell* bursting onto every possible format and charming the utility pants off every gamer.

So it's Sam Fisher who Ubisoft turn to once again, to kick start their 2004 campaign. So far details have been few and far between about the game's plot, but what we have managed to squeeze out of Ubisoft is that the game will be set in Indonesia. In this part of the world the forests grow thick, creating the perfect environment for Fisher's particular brand of stealth.

The real big news however, is that *Pandora Tomorrow* is going to be online in both a co-operative and Deathmatch capacity, which suggests that next year is going to be massive for online gaming.

▲ Check out the almost *Metal Gear 3*-esque jungle setting.

▲ We're fascinated to see how the multi-player levels will work out.

The lighting effects in the original were simply outstanding. Can they be topped?

GM PREDICTS

HIT — *Splinter Cell* is big multi-format news now. Expect this to be a massive seller come springtime.

MISS — Will the silly name really encourage gamers to buy this? Who is Pandora? And what is she up to tomorrow?

ANTICIPATION

1 2 3 4 5

Here's our man Sam Fisher – greying, quiet and a bit of a loner. What a hero!

STARCRAFT: GHOST

PUBLISHER: .....VIVENDI

OUT FEBRUARY

StarCraft on a console – fantastic. The RTS series has sold over six million copies on the PC and Apple Mac, and going on what we've seen so far of this incarnation, it's set to do just as well on consoles, too.

No longer an RTS, *StarCraft: Ghost* is described as a mission-based third-person tactical shooter. With stealth. Quite a mouthful. You play as a stealthy Ghost trooper from the original games, called Nova. Born with Psionic abilities and trained to be a super-soldier, Nova is like a high-tech ninja with psychic abilities. She also has all manner of other abilities, like being able to turn invisible for a limited time.

Throughout each mission, you'll need to make a number of tactical decisions, like whether to call in support that ranges from ComSat scanner sweeps to all-out nuclear strikes. And you get to pilot all sorts of vehicles – it's sounding like a huge, futuristic *Splinter Cell* and could be just as big.

▲ Nova can climb up poles and shimmy along walls. Handy.

▲ Nova's cloak allows her to become invisible for a short time.

▲ A number of familiar *StarCraft* vehicles will feature in the game, like this Combat Walker. There are also Siege Tanks.

During covert operations, it's a good idea to hide defeated enemies.

FIRST IMPRESSION

Anyone who has played *StarCraft* on the PC will know just how big its world is. And looking at *StarCraft: Ghost* for the first time, it seems that developers Blizzard have managed to keep much of that world intact, while giving it the extra detail needed for an up-close action game. The characters, abilities and vehicles that have already been seen in the PC game look to have been taken a step further and *Ghost*'s missions are packed with as much stealth as they are action.

GM PREDICTS With the *StarCraft* name and the huge world that comes with it, *Ghost* should be great. It certainly seems packed with some top action.

RESIDENT EVIL: OUTBREAK

PUBLISHER: ..... CAPCOM

OUT MARCH

Unclean, unclean! *Outbreak* has you starting out in the game as an bio-virus infected citizen of Raccoon City, desperately trying to reach the end of each section within a time limit, before you become a dribbling zombie yourself.

It becomes very frantic – no more strolling from room to room – you're infected! This isn't the main talking point for *Outbreak*. The biggest new features are that it's a team game and it's playable online.

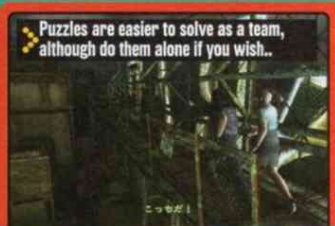
Offline, you get to play through the game with two CPU-controlled players, and online in a team of up to four. You can choose your character, from a total of eight, each with unique skills. Then it's all about teamwork. Exchange items, call for help and take herbs to those who've been attacked. You can even help an injured player to safety. Puzzles are much easier if you tackle them with the help of others, so it's good to keep them alive.

Multiplayer *Resi* – who would have thought it?

▲ Use the D-pad to call for help from your team-mates.

▲ Search for key items together, and then share them out.

▲ If you're attacked, you have limited time to heal yourself. Fail to do that and you become a zombie and attack your team-mates.



Puzzles are easier to solve as a team, although do them alone if you wish..

FIRST IMPRESSION

There are plenty of things that we love about *Resident Evil: Outbreak*. The teamwork aspect works really well and it's good that the series is moving in a new direction that doesn't just involve a first-person view and a lightgun.

The biggest reservation we have is with the fact it's still not definitely going to be online in the UK. Without the feature the game was built around, it might not generate that much interest or have enough substance.

GM PREDICTS If the online feature is included, *Outbreak* should do well. Without it though, you will only getting half the game.

Halo 2

OUT: APRIL

FORMAT: ..... XBOX
PRICE: £40
DEVELOPER: ..... BUNGIE
PUBLISHER: ..... MICROSOFT
SPECIAL FEATURES: ..... XBOX LIVE
OTHER FORMATS: ..... NONE
CALL: 0870 601 0100
PLAYERS: ..... TBC

The Covenant has invaded Earth. Master Chief and his marines are called to action.

Master Chief still carries two weapons but can now exchange them with NPCs.

▲ In the Covenant invasion, the streets of Mombasa are packed with Covenant vessels.

▲ Grenades will now stun and disorientate Covenant caught in the surrounding blast.

Say hello to Halo 2. Bungie are almost ready with their master (chief) piece...

So far Bungie hasn't give us any playable code, no definite release date, nothing. But then again, they don't really need to.

This is *Halo 2*. It will sell millions just because it is *Halo 2* - the sequel to debatably the greatest FPS of all time – and it's online.

The game is set to play in much the same way as *Halo* – it couldn't really be improved upon, could it? But now it starts off on futuristic Earth, in the city of Mombasa in Kenya. The Covenant has invaded and the streets are crawling with them. As well as new environments, there are new weapons and tougher ODST marines fighting with you.

Do you really need to know more? It's *Halo 2* – possibly worth selling your children/parents for.

You can now throw the occupants out of their vehicles.

The warthog returns, hopefully with new weaponry.

GM PREDICTS

HIT New weapons, lovelier environments and online play. No one could bet against this being the biggest Xbox game ever.

MISS In the first *Halo*, the levels became samey. Hopefully Bungie will make this one top-notch all the way through.

ANTICIPATION 1 2 3 4 5

PREVIEWER: Thomas East

"WHAT DOES NOT DESTROY ME, MAKES ME STRONGER" NIETZSCHE

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* Available from January 2004 for Xbox™ and PC CD-Rom. Coming in February 2004 for PlayStation®2 and Nintendo GameCube. | **Online for PC and Xbox™ Live™ / Screenshots taken from the PC and Xbox version.

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BLOWOUT

Just when you thought there were no games left, we've squeezed in another 21 beauties!

POWERDROME

PUBLISHER: ARGONAUT

A remake of the classic Atari/Amiga ST *Powerdrome*, Argonaut's futuristic racer concentrates on fast, in-depth racing and has no weapons or power-ups.

OUT SPRING 2004

GM PREDICTS Powerdrome will be a serious futuristic racer with no gimmicks.

THE SUFFERING

PUBLISHER: MIDWAY

You're on death row, but just before you're put to death monstrous ghost-creatures set you free. Blimey. Midway's horror/action game promises to be full of terror and gore.

OUT SPRING 2004

GM PREDICTS *Res Evil* and *Silent Hill* rule this genre, but there's room for more.

LEGEND OF ZELDA: TETRA'S TRACKERS

PUBLISHER: NINTENDO

Tetra's Trackers is sounding a lot like *Four Swords*. For a start it's a GBA link-up game. You control one of four Links in a race against the other players to be first to find all the pirates hidden in each level.

You'll need to do a lot of exploring and navigating and follow hints from Tetra, the leader of pirates, to win.

OUT TBC

FIRST IMPRESSION

Either play by yourself, or go for some co-operative action and link up with other players or even a GameCube.

GM PREDICTS A *Zelda* challenge game that's looking good. Should be a big GBA hit this year.

I-NINJA

PUBLISHER: SONY

Play as a ninja to find Rage Stones and rescue prisoners. Earn ninja belts as you progress with all sorts of wall running, chain swinging moves at your disposal.

OUT SPRING 2004

GM PREDICTS With Namco co-developing, *I-Ninja* could be worth looking out for.

HARVEST MOON: A WONDERFUL LIFE

PUBLISHER: UBISOFT

Grow fruit and veg, build a big farmhouse and spend lots of time with your wife and friends. It's like *The Sims*, but with typical *Harvest Moon* gameplay and lots of tractors.

OUT TBC

GM PREDICTS More comprehensive gameplay will make it more addictive on Gamecube.

WORLD OF WARCRAFT

PC CD MAC

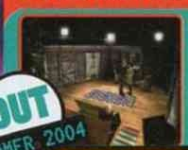
PUBLISHER: VIVENDI

Online RPGs with loads of races, hundreds of quests and thousands of items. Your job is to explore the lands, forge fellowships with other players and build your strengths.

OUT TBC

GM PREDICTS The size and amount of customisation on offer could intimidate new players.

THE MOVIES



PUBLISHER: CAPCOM

Build up film studios, starting in the 1920s and moving to the present day. Hire actors, buy sets and direct movies. You can even put voiceovers on and post them on the net.

OUT SUMMER 2004

GM PREDICTS It's a top idea with a lot of ambition. If it's all done well, it'll be great.

WHIPLASH

PUBLISHER: EIDOS

Spanx and Redmond are chained together and trying to escape a testing lab. You control Spanx, using Redmond as a weapon or a grappling hook? We'd rather be tested on.

OUT FEB 2004

GM PREDICTS Despite the setting and the comedy violence, it's a fairly standard platformer.

HALF-LIFE 2

PC CD

PUBLISHER: VIVENDI

The sequel to one of the most tense and immersive first-person shooters ever made, is shaping up even better with an incredibly interactive world.

OUT TBC

GM PREDICTS *Half-Life 2* is already looking amazing, how much longer must we wait?

KYA: DARK LINEAGE

PUBLISHER: ATARI

Kya's looking for her brother, but is in a bit of trouble. Free natives who have been oppressed by an evil army with a boomerang and complete side quests.

OUT FEB 2004

GM PREDICTS There's more to *Kya* than platforming. It might turn out to be a bit special.

UNREAL TOURNAMENT 2004

PC CD

PUBLISHER: ATARI

It's *Unreal*, with new maps, characters, modes, vehicles and weapons. It looks better with even more detail. Fear not though, the Assault maps are back, but with vehicles,.

OUT FEB 2003

GM PREDICTS Once again – it's *Unreal*. So it'll be just that with bags of top online play.

SPY HUNTER 2

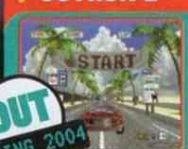
PUBLISHER: MIDWAY

Now you can change between a 4-wheel drive off-roader and a snowmobile at will. Plus dynamically generated levels mean they're different every time.

OUT FEB 2004

GM PREDICTS This is aiming to improve on 2002's *Spy Hunter*, and it might just do it!

OUTRUN 2



PUBLISHER: SEGA

It's been a while since we played *OutRun* but we'll be getting behind the wheel again soon. This remake has four modes – in one , the lady in your car sets you tasks to fulfil.

OUT SPRING 2004

GM PREDICTS We hope this won't be a poor cash-in on the *OutRun* name.

RESIDENT EVIL 4

PUBLISHER: CAPCOM

This GameCube exclusive does away with the backdrops and fixed camera for full 3D graphics and a first-person view. It's all cosmetic, you're still running from zombies.

OUT SPRING 2004

GM PREDICTS Full 3D should be great. We just hope the game will still be as scary.

FORBIDDEN SIREN

PUBLISHER: SONY

Hanyuda village has been taken over by evil and surrounded by a sea of blood. There are ten survivors – you control each in turn over the game's three-day time span.

OUT MARCH 2004

GM PREDICTS A unique idea for survival horror with plenty of new ideas.

SWORD OF MANA

PUBLISHER: NINTENDO

This action/RPG has you trying to save the Mana tree. You can use magic and weapons to fight enemies you encounter and also play two-player co-operative.

OUT TBC

GM PREDICTS With Square behind it, this prequel to the *Mana* series should be epic.

SYPHON FILTER: THE OMEGA STRAIN

PUBLISHER: SONY

The Omega Strain has more weapons and bigger levels than the original, plus online play. In single-player get past terrorists by strategically utilising gadgets.

OUT SPRING 2004

GM PREDICTS With the power and online capabilities of PS2, this might be a must-have game.

LORD OF THE RINGS: BATTLE FOR MIDDLE EARTH

PC CD

PUBLISHER: ELECTRONIC ARTS

You've seen the films, and now you will soon be able to immerse yourself in the Lord Of The Rings World created by Peter Jackson and Mark Skaggs. In this RTS, enter Middle Earth and take control one of the many armies portrayed in the trilogies. It's even possible to control the evil side of conflict.

Choose your army, then prepare for war by creating offensive and defensive strategies.

By utilising digital assets created especially for the films and actual voice-over footage, this will prove to be the most true to film videogame experience ever.

OUT SUMMER 2004

It's just like the battles in the movies and this time you're directing them.

GM PREDICTS You'll experience hundreds of units on-screen at once in the huge battles and it's being developed by the *Command & Conquer* team. An excellent start.

It uses the *Command and Conquer: Generals* engine.

You can play on Sarum's side and control Orcs.

Should be more complex than EA's other *Rings*.

PIKMIN 2

PUBLISHER: NINTENDO

After the flaws of the first, this game will put them right. There's no time limit, and the two-player co-op mode is fun. New enemies and Pikmin colours add a different slant.

OUT SUMMER 2004

GM PREDICTS The gameplay is identical to the first and it doesn't look much different.

MGS: THE TWIN SNAKES

PUBLISHER: KONAMI

Familiar gameplay meets new innovations for *Twin Snakes*, including the ability to aim and shoot in first-person mode. Snake also returns as the main character.

OUT MARCH 2004

GM PREDICTS This will be the most exciting *Gear* action until *MGS3* arrives.

PC CD-ROM

SPELLFORCE

THE ORDER OF DAWN

SOON, THE TIME WILL COME WHEN THE POWER OF ONE MAY CHANGE THE DESTINY OF MANY. FOR BETTER OR FOR WORSE...

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BLOWOUT

Too many games! Quick! Nail planks of wood across the windows! They're gonna blow!

LEISURE SUIT LARRY: MAGNA CUM LAUDE

PC CD

PUBLISHER: ..... SIERRA

Imagine *Broken Sword* meets *There's Something About Mary* as the antique PC perv returns with a 3D point and click adventure. Now with added filth.

OUT AUTUMN 2004

GM PREDICTS Silly, crude and very funny. It might get an age rating slapped on though.

GIFTPIA

GAMECUBE

PUBLISHER: ..... NINTENDO

Giftpia is a lightweight RPG/adventure with a cel-shaded criminal for a hero. But he's a helpful soul who aids his fellow villagers so long as he gets enough sleep and food.

OUT TBA

GM PREDICTS This could be a cute surprise with its bounty of mini-games and quests.

EVIL GENIUS

PC CD

PUBLISHER: ..... VIVENDI

See life from the wrong side of the law as a Blofeld type super-villain. Build and run a secret base full of shark pits, nuclear missiles and men in pastel boiler suits.

OUT AUTUMN

GM PREDICTS It's *The Sims: World Domination* as you plan to bump off nosey agents.

MAXIMO VS ARMY OF ZIN

PUBLISHER: ..... CAPCOM

The *Ghosts'N Goblins* follow-ups continue with another polished but tricky platformer. The school is still of the old variety, but our hero's boxers look better than ever.

OUT JANUARY

GM PREDICTS So superbly hard you'll be Tarmacing your undercrackers all over again.

POKÉMON CHANNEL

GAMECUBE

PUBLISHER: ..... NINTENDO

Wander the Poké world at your leisure, collecting parts of programmes and playing Pokémon Mini with a wild Pikachu. Or just sit and watch quiz shows on Poké TV. No, really.

OUT MARCH

GM PREDICTS A chance to make the yellow fella do something other than electrocute you.

DRAGON BALL Z: TAIKETSU

GAMECUBE

PUBLISHER: ..... ATARI

It's a one-on-one puncher featuring 15 fighters from the *DB:Z* series. Four modes have been added along with a Z section that includes loads of unlockable goodies.

OUT SPRING

GM PREDICTS Big sprites and big moves means lots of detail and plenty of cartoon carnage.

GEIST

GAMECUBE

PUBLISHER: ..... NINTENDO

Ghouls with guns in a prison make this an FPS with a twist. As a spook you can possess prisoners and force them to fight for you or against three other mates in a deathmatch.

OUT WINTER

GM PREDICTS You're already dead! It sounds odd, but so far it looks promising.

RALLISPORT CHALLENGE 2

XBOX

PUBLISHER: ..... MICROSOFT

More mud has been promised as the 'box's own off-roader returns with enhanced weather effects, a great feeling of grip and the chance to race others over Xbox Live.

OUT MARCH

GM PREDICTS A lighter off-road racer compared to the serious world of *Colin McRae*.

BC

XBOX

PUBLISHER: ..... MICROSOFT

Become the captain of the cavemen and lead your tribe into the future by evolving the species, learning to use tools while fighting to beating back huge dinos and other natives.

OUT MARCH

GM PREDICTS A gory action adventure with tribal strategy and toothy lizards.

MOJO!

PUBLISHER: ..... CRAVE

A puzzler where you to steer a sphere though a maze, while destroying cubes that block your path. It also comes with multiplayer and map maker modes.

OUT JANUARY

GM PREDICTS A 100-level slice of marble madness with nice ideas and smart puzzles.

KILLER 7

GAMECUBE

PUBLISHER: ..... CAPCOM

A superb looking cel-shaded shooter that flits from FPS blasting and third-person excitement as you shift between the seven personalities of the killer Harman Smith.

OUT TBC

GM PREDICTS If it plays anywhere near as well as it looks it should be blinding.

DUNGEON SIEGE 2

PC CD

PUBLISHER: ..... MICROSOFT

An over-hauled game engine, vastly improved screens, enhanced magic and loads of new races and monsters make this RPG bigger and more exciting than the original.

OUT AUTUMN

GM PREDICTS Great graphics should make this as intensive as the first game.

NFL STREET

GAMECUBE

PUBLISHER: ..... EA SPORTS

No go zones become the end zone as Grid Iron goes urban and American Football gets the *NBA Street* treatment. It's flash, it's rash, it's all about learning to talk trash.

OUT JANUARY

GM PREDICTS Roadside rough and tumble with lots of powerful Gamebreaker moves.

VAN HELSING

XBOX

PUBLISHER: ..... TBC

To fit in with next year's monster movie, this vampire hunter tie-in follows Dr Van Heising as he chases werewolves, blood suckers and even Frankenstein's Monster.

OUT SPRING

GM PREDICTS An action blaster with furious combat and loads of famous beasties to battle.

WORLD CHAMPIONSHIP RUGBY

GAMECUBE XBOX

PUBLISHER: ..... ACCLAIM

Taking rugby videogames to three, this sim from the team behind *Jonah Lomu Rugby* includes hard tackles, realistic rucks and nasty mauls. It's the new sport, you know.

OUT MARCH

GM PREDICTS A little late to catch the wave of excitement, but rivals EA's *Rugby*.

HARVEST MOON: FRIENDS OF MINERAL TOWN

GAME BOY ADVANCE

PUBLISHER: ..... UBISOFT

The gaming equivalent of *The Archers* returns with another chance to make friends and profits in the countryside through new mini-games and farmers' markets.

OUT SPRING

GM PREDICTS Hours of agricultural fun lie ahead in this longest handheld *Harvest Moon*.

BATTLEFIELD VIETNAM

PC CD

PUBLISHER: ..... EA

The brilliant *Battlefield* series leaps forward into the jungles of 'Nam with an armoury of equipment including MiG jet fighters for the Commies and cool Hueys for the Yanks.

OUT ???

GM PREDICTS You'll be playing all night when you go head to head with 64 other soldiers.

ALTERED BEAST

PUBLISHER: ..... SEGA

Sega's classic arcade game undergoes a transformation from an 8-bit beat-'em-up to a next-gen fighter complete with amazing animal alterations and tons of power-ups.

OUT SPRING

GM PREDICTS Scorching people as a mutant dragon sounds as good as it did 15 years ago.

THE MATRIX ONLINE

PC CD

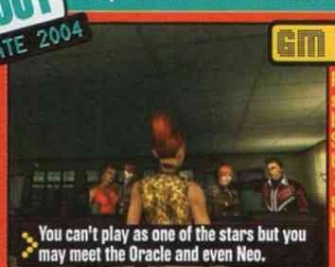
PUBLISHER: ..... UBISOFT

Instead of slapping and slo-moing your way through fights *MO* allows you to live inside *The Matrix* and over the net just as Trinity or Tank would.

With hundreds of other online players you can fight against Agents or work inside the programme itself filtering information, sharing new skills and even learning enough about the system to create weapons and vehicles out of thin (digital) air.

With a full city to explore, missions to try and the chance to meet characters from the films, it looks like being the closest videogame representation of the actual movie.

OUT LATE 2004



You can't play as one of the stars but you may meet the Oracle and even Neo.

GM PREDICTS Punching Agent Smith's smug mug could almost be as good as shooting Stormtroopers! In the battle of the MMORPG, *The Matrix Online* should be one of the best on offer.

300 animations per style have been created.

The city has been created with traffic and NPCs.

Play missions as a team or on your own.

CITY OF HEROES

PC CD

PUBLISHER: ..... NCSOFT

This is a whole online world of gamers playing at being hu-man or Superman. Develop your hero in RPG play and save the population from the plans of domination.

OUT MARCH

GM PREDICTS Design, dress and play as your own hero sounds like genius to us mortals.

BLOOD WATERS

PC CD XBOX

PUBLISHER: ..... TBC

This is not a weird blues singer, but a shark simulator. Controlling the fin of a motion-captured Great White you can ram boats, smash piers and dine on swimmer's legs.

OUT TBA

GM PREDICTS Jaws meets Echo! How can it not be great? At least a little bit brilliant...?

90% Games Master "Simply wonderful. Simply essential" PLAY 6/5 "It blows the competition away." PSW MUST BUY

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THE BARD'S TALE

OUT JULY

Old C64 RPG comes to PS2.

ADVENT RISING

OUT APRIL

Blast aliens in this sci-fi adventure.

DEAD MAN'S HAND

OUT MARCH

Wild West first person shooter.

NINTENDO PUZZLE COLLECTION

OUT TBC

Three classic Ninty puzzlers.

DAMN DIRTY APES

OUT TBC

Like Cannon Fodder with monkeys.

ROGUE OPS

OUT FEBRUARY

Splinter Cell-style stealthy shooter..

TRUE FANTASY LIVE

OUT TBC

MMORPG from *Dark Cloud* dudes.

POKÉMON BOX

OUT TBC

Strange Poké card manager.

GANGLAND

OUT FEBRUARY

RTS, 1930s gangster style.

NARC

OUT AUGUST

Remake of 1988 shoot-'em-up.

R TYPE FINAL

OUT MARCH

More side-scrolling shooting.

THE FAST AND THE FURIOUS

OUT TBC

Racer based on the hit movie.

METROID PRIME 2

OUT TBC

Sequel to the Cube's best shooter.

FUGITIVE HUNTER: WAR ON TERROR

OUT FEBRUARY

Yes, you can shoot Osama Bin Laden.

GOBLIN COMMANDER

OUT FEBRUARY

Goblin RTS from makers of *Warcraft*.

BIG IN JAPAN

Wrestling against some road signs? Hmmm...

There are some great-sounding games out in Japan that we'd love to see on our shelves next year. First up, *Ultimate Muscle* (GBA) – a wrestling game that has you grappling mobile phones and a human Walrus. Then there's *Mojib Ribbon* (PS2), which sounds like Hangman with music as you just tap buttons in time to the tune to write phrases. *Magic Pengel* (PS2) is a *Pokémon*-style RPG which has you painting your own warriors and finally there's *Space Fisherman* (PS2). Go on, guess what that's about.

2004: The Best Year for Games Ever?

2003 was great, but expect the real big guns to come out by Christmas 2004. You've already seen *Half Life 2*, *Halo* and *Metal Gear Solid 3*. Now check out the latest rumours and facts on the new *GTA*, *The Getaway 2*, *KOTOR 2* and a new *Mario*.

GRAND THEFT AUTO

ETA OCTOBER 2004

WHAT IS IT?
Only the most hotly awaited game ever.

THE FACTS
- It will come out in Q4 2004. Q4 being suit-speak for September to October 2004.
- It will be exclusive to PS2. Er, that's it.

THE RUMOURS
- Set in San Andreas, California.
- Set in Vegas and called Sin City.
- Rockstar are actually working on two games – *GTA San Andreas* and *GTA Sin City*
- Tommy Vercetti will be your boss in the game
- It'll feature '70s music
- You'll be able to swin, jet ski and use a sub
- It'll feature Eminem, and 50 Cent!

GM WANTS...
It bad. So bad.

GM PREDICTS
Wherever Rockstar North decide to set it, the last *GTA* on PS2 will be huge. It'll make even Vice City look like Droitwich.

ANTICIPATION
1 2 3 4 5

THE GETAWAY 2

ETA 2004

WHAT IS IT?
GTA's cockerney counterpart – the sequel. Confirmed at E3 in May, Sony's Team Soho are keeping their mouths firmly buttoned.

THE FACTS
- None. Team Soho haven't revealed any details, apart from the fact that it is happening.

THE RUMOURS
- Set in Liverpool.
- It'll feature a new character called Dave Grey who appears to work for Mark Hammond and DC Carter

GM WANTS...
- Team Soho to fix all the flaws (the rubbish leaning-to-heal system, poor camera) that prevented *The Getaway* from being a truly great game.

GM PREDICTS
Liverpool or London? Either way, *The Getway* will need to up its game if it is going to beat *GTA* and *Driver 3*.

ANTICIPATION
1 2 3 4

KNIGHTS OF THE OLD REPUBLIC 2

ETA CHRISTMAS 2004

WHAT IS IT?
The sequel to the RPG of 2003 is rumoured to be in development and could be out by Christmas next year

THE FACTS
- Boo. Bioware haven't released any facts yet. But the rumours are going into hyperdrive.

THE RUMOURS
- The game is set many years after the original.
- The characters will be all new.
- It's not being developed by BioWare, but by Obsidian Entertainment, who have been involved with *Baldur's Gate* and *MDK2*.

GM WANTS...
Another amazing RPG, only with more locations, more different NPCs and even better graphics.

GM PREDICTS
If it manages to look as good as Bioware's other Xbox RPG, *Jade Empire* (preview on p23), we could be looking at the RPG of the year. Again.

ANTICIPATION
1 2 3 4

MARIO 128

ETA 2004

WHAT IS IT?
Mario Sunshine was just a pleasant holiday, this is the 'real' sequel to Ninty's *Mario 64*. Ever since Nintendo game genius Shigeru Miyamoto demoed the GameCube back in 2000 we've been patiently expecting this.

THE FACTS
- It might come out on Nintendo's successor to the GameCube rather than the Cube itself. Vice President of Nintendo US said it was possible on Cube but not a sure thing at all.
- "I believe that with this game you'll be able to feel the 'newness' that was missing from Mario Sunshine." Shigeru Miyamoto

THE RUMOURS
- It'll be 2D and 3D. At the same time!
- It'll be cel-shaded
- It'll feature the grown-up-looking Mario that Shigsy first mentioned nearly five years ago.

GM PREDICTS
A new *Mario* game with as much eye fizzing impact as *Maz 64*? We reckon this will be the great leap forward everyone was hoping for.

ANTICIPATION
1 2 3 4 5

PSI OPS: THE MINDGATE CONSPIRACY
OUT AUGUST

Use mind tricks to see off soldiers.

SILENT SCOPE COMPLETE
OUT TBC

Four *Scope* games in one pack.

CRIMSON TEARS
OUT TBC

Scrolling scrapper from Capcom.

SHADOW OPS: RED MERCURY
OUT AUGUST

First person terrorist shooter.

STAR TREK: SHATTERED UNIVERSE
OUT AUGUST

Shoot in the original *Trek* universe.

NIGHTSHADE
OUT TBC

Shinobi spin-off from Sega.

BLACK 9
OUT 2004

Futuristic stealthy RPG action.

CONAN: THE DARK AXE
OUT TBC

Slasher set after the Arnie film.

KIRBY AIR RIDE
OUT MARCH

Pink blob gets his own racer.

VAMPIRE: THE MASQUERADE - BLOODLINES
OUT TBC

Bloody vampire shooter.

CALL OF DUTY
OUT OCTOBER

PC WW2 shooter comes to console.

READ DEAD REVOLVER
OUT TBC

Capcom's Wild West blaster.

SONIC BATTLE
OUT MARCH

Beat-'em-up starring the 'Hog.

BALDUR'S GATE: DARK ALLIANCE 2
OUT APRIL

Hack 'n' Slash RPG from BioWare.

LMA MANAGER 2004
OUT FEBRUARY

This time with 19,000 players.

MAGATAMA
OUT TBC

Great-looking action adventure.

BOMBERMAN JETTERS
OUT TBC

Sequel to *Bomberman Generations*.

TORK
OUT TBC

Microsoft caveman platformer.

ICE NINE
OUT TBC

Stealthy first person shooter.

X-FILES
OUT MARCH

Like *Resi* with Mulder and Scully.

GM'S LEAST WANTED GAMES

The games we don't want to play. They sound crap...

FRIDAY NIGHT 3D DARTS: PC
Darts: Know your place. Stay in the pub and away from games machines.

FROGGER'S JOURNEY: THE FORGOTTEN RELIC: PS2
Surely it's time for the frog to hang up his green boots.

PLAYBOY: THE MANSION: PS2, XB, PC
Like *The Sims* but with Hugh Heffner. And no nudity for the console versions. And the point is...?

MISSING IN ACTION

Sob! They haven't called. They haven't written. These games have disappeared from *GM*'s release radar.

Looks like Andy McNab'll have to stick to the books.

ANDY MCNAB TEAM SAS: PS2
This squaddie shooter was looking really good, but died when Rage software folded.

DONKEY KONG RACING: GC
Rare were making the gorilla's first game for Cube, but they went off to work with Microsoft.

Going ape.

Have a slash.

FOUR HORSEMEN OF THE APOCALYPSE
We haven't seen anything of 3DOs gory slasher since the summer of 2002. And 3DO have now gone bust.

GALLEON: XB, GC, PS2
Tomb Raider with pirates was meant to come out in December 2002, but still no release date has been confirmed.

GOOD COP BAD COP: PS2
Now they've finished *Broken Sword*, Revolution will be starting to work on this cop adventure.

You're nicked.

HALFLIFE 2: PC, XB
Since the code was nicked and put online, ID still haven't confirmed when they will be releasing our Most Wanted PC game of 2004.

PERFECT DARK 0: XB
It now looks like we won't see anything on Joanna Dark's return until E3. But then Rare say that every year.

THE SIMS ONLINE: PC
The Sims Online came out in America to a pretty poor response, so EA decided not to release it in Europe.

The Sims Online is poor.

ALSO IN 2004...

Games so new they haven't been announced yet!

HARRY POTTER AND THE PRISONER OF AZKABAN: MULTI
With The Dementors, hopefully this will be scarier than previous Potters.

EURO 2004: MULTI
Obviously EA will make another *FIFA*, but will they be making a Euro 2004 game?

TOMB RAIDER 7: PS2, PC
Crystal Dynamics' first Lara game might not be as hair-rippingly tricky this time.

PRO EVOLUTION SOCCER 4: PS2, PC
Expect the usual realistic footy action, but this time it might be online.

WWE SMACKDOWN 5: PS2
No details yet, but we expect the mighty wrestling series to continue next year.

CONFLICT DESERT STORM 3: MULTI
There are rumours that the next in the squaddie shooter series will be online.

THE WARRIORS: PS2
Expect more bloodand violence from Rockstar's game of the cult gang movie.

NICO: PS2
Or rather, *Ico 2*. You won't be stuck in the castle in the sequel to Sony's adventure.

TRUE CRIME: MULTI
The ending of the first game hinted that a prequel will be on the way soon.

MORTAL KOMBAT 6: MULTI
We reckon that the next in the blood-soaked beat-'em-up series will be online.

THE PUNISHER: TBC
THQ signed up the Marvel comic character. Expect a game in 2004.

INCREDIBLES: MULTI
New Pixar film about undercover superheroes. Expect a game spin-off.

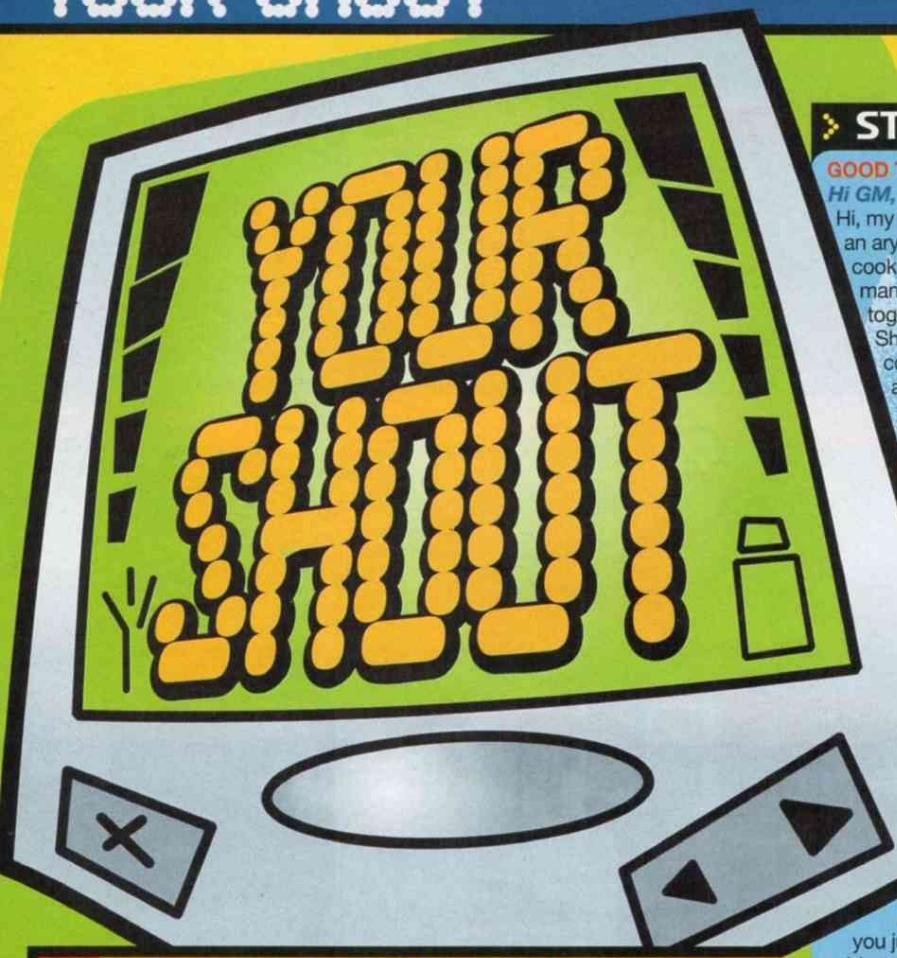
MEDAL OF HONOR: RISING SUN 2
You'll be playing as Joe Griffin's brother in the sequel to the WW2 shooter.

DEF JAM VENDETTA 2: MULTI
Apparently there's an adventure mode, so you won't be stuck in the ring.

KILL BILL: FORMATS TBC
We think we might see something on *Kill Bill* around the time of the DVD release.

RESERVOIR DOGS: PS2, XB
Play as policemen and the gangsters in SCi's game of the classic Tarantino film.

SUPERMAN: MULTI
EA have nicked the licence to the new Superman film. Hope they do a decent job.



The perennial Console Wars break out once again in Your Shout this month, and there's a showdown between *FIFA* and *Pro Evo*, but also plenty to warm the very cockles of your heart. Peace, man...

STAR LETTER

GOOD TO TALK

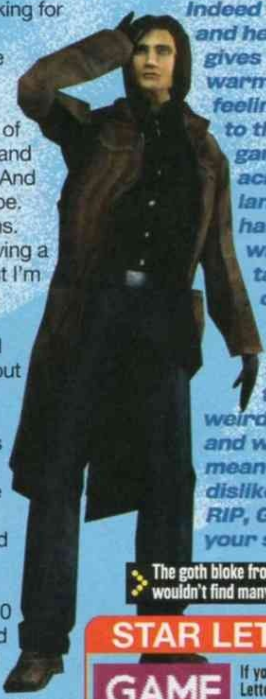
Hi GM,

Hi, my name is Hans. I am looking for an aryan virgin girl who likes cooking and looking after the many children we will have together when we meet. She must be over the age of consent, have large hips and agree with the three Ks. And she must like GameCube. And wrestling. No goths.

Okay, so I was having a bit of a joke there, but I'm sure that would fit in with some of the idiotically restricted rules that people put in their GMpals adverts. I mean, you have always got to like PS2, hate goths, like Limp Bizkit, hate Xbox and be aged between 14 years and 10 months and 14 years and 11 months. I mean, come on, why don't you just say, "Hey, here's my e-mail address, if you want to chat and you aren't a tosser, just contact me." I mean, just cos I don't like PS2 doesn't mean that you aren't going to get on with me, does it? Probably.

Andrew Charlton, Sedgefield

Indeed not, Andrew, and here at GM it gives us a warm, fuzzy feeling inside to think of gamers across the land uniting in harmony, whatever their taste in consoles, music or hair-dye. Sadly, though, there are just too many weirdos out there – and we don't only mean people who dislike videogames. RIP, GMpals, but may your spirit live on...



The goth bloke from *Alone in the Dark* wouldn't find many takers in GMpals.

STAR LETTER

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THE EDITOR • Robin Alway

REALITY BITES

Hi GM,

I might be getting a GameCube soon, so I can play games like *F-Zero GX*, *Metroid Prime* and *Zelda: The Wind Waker*. But my brother reckons the GameCube is a lot worse than PS2 and Xbox because of its cartoony graphics. If this continues, the gaming world will be so realistic there will be no colour or imagination. So *GM*, what do you think about this 'realistic games are the best' nonsense?

Michael McGurn, Birmingham

We're with you on this one, Michael – as you'll see from our 2003 review on page 58, F-Zero GX, Metroid Prime and Zelda were three of the best games of the whole year, and 'cartoony' graphics are used in games for a reason, depending on the effect the developers are trying to create. It isn't any easier or lazier to create good 'cartoon' or cel-shaded graphics than to produce a 'realistic' look. Tell your brother from us to go and boil his head.

No, it doesn't look just like the M6 on a rainy Tuesday, but it is rather more fun. Which is the point.

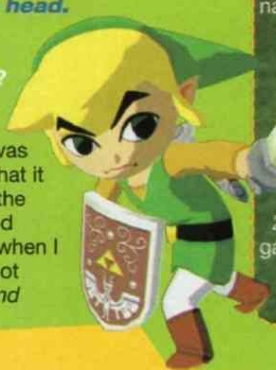
STILL NOT CONVINCED?

Hi GM,

I've always thought PS2 was the best and that it was a lie that the Cube had good graphics, but when I got a Cube I got *Zelda: The Wind Waker*, and it's absolutely amazing. The graphics are just as good as *MGS*, and it even loads faster. All the way through, the game lived up to your score of 97%. It just proves that both consoles are as good as each other, but in different ways.

Vincent Maclean, Tynemouth

We rest our case.



MINORITY REPORT

Hi GM,

No offence to Nintendo but it's impossible to believe that in the game *Zelda* anyone could carry so much without a pack. They just can't do it. You don't see a man in the street empty-handed, and then the next minute see him whip out a machine gun and blow

THE BEAUTIFUL GAME

Hi GM,

I am sending this e-mail in disgust at the stupidity of your reviewers! Why did they have to give the wonderful game of *FIFA*, with the naming rights of nearly every player in the world, only 78% in *GM*140, when *Pro Evolution Soccer 3*, which has no naming rights at all, got 95%?

Gary McConnell (e-mail)

Okay, so *Pro Evo* isn't the *Who's Who* of world football. But it's more fun than a bagful of rabbits.

Hi GM,

I have just rented *Pro Evolution Soccer 3*, which is an amazing game, but what I don't like is that most of the players don't have their proper names. Like in *Pro Evolution Soccer 2*, nearly all the Dutch players were called Oranges. Why can't they have the real names? Is it that Konami don't have permission? I want to tell all *GamesMaster* readers that if they want a realistic footie game go for *FIFA 2004*, but if they want amazing gameplay go for *Pro Evo 3*.

Sam Crosby-Browne, Northampton

Dear, oh dear. Clearly EA didn't need to bother making a football game – Gary would have shelled out 40 quid for the Boy's Own Complete List of Footballers. We're a little confused as to why Sam thinks anyone might choose real names over gameplay. Sure, in an ideal world you'd have both, but unless FIFA and Pro Evo come together in carnal union and spawn a perfect offspring, we'll take the gameplay every time.

▲ He hasn't got a bag – blimey, next thing it'll be aliens and zombies and infinite ammunition...

your guts out! In *Zelda*, one minute you are holding a sword and shield, the next you've got a giant hammer and you don't even have a pack to carry it in! It's just not proper physics. They should try and make it a bit more realistic. Sure, it's good fun, but it just doesn't happen. He could at least have a pack. It just doesn't look as good.

Christopher McKee, Belfast

Now here's a man who would get on well with Michael's brother. It's just as well that controlling the wind and talking to fairies isn't unrealistic, or there wouldn't be much of a game left. Better stick to those first-person-shooters where you can carry a full armoury of weapons at once, just like in real life...

SPREAD THE LOVE

Hi GM,

In the world of gaming everyone seems to love the PS2, and the GameCube is quite popular, but people 'hate' the Xbox. Why? I own an Xbox but I still think the GameCube and PS2 are great consoles. I don't mind if someone has an opinion on a console, but if a person says they hate it, I think that it's too strong. People should realise that fanboyism (my made-up word) is not a good thing, and there should be no grudges in gaming, cos that's what gaming is for, to bring us together as a community. So people, stop saying 'I hate this and that' and realise that hate is a very strong word.

Cameron Clark, North Scotland (where it's cold)

What else can we say? It brings tears of joy to our little eyes.

TRASH OR TREASURE?

Hi GM,

When I went to the dump the other day I saw a bunch of computers that people had thrown out. I asked my mum if I could take one home to take apart, but a worker at the dump came over and pointed out a sign saying that everything dumped was council property. We pointed out another sign saying "Think twice – can you recycle this? Don't add to our landfill sites", but he still wouldn't let us keep it. I think this is unfair and stupid – instead of the council letting one man's trash be another man's treasure, they're making one man's trash be another man's landfill!

Freddie Barr-Smith, Kent

Local government bureaucracy, eh? You can't beat it – all we can suggest is that you expiate your frustrations with an extremely violent game of XIII.

STYLE AND SUBSTANCE

Hi GM,

Lately I've noticed that the majority of new computer games are slipping in standards. Okay, you get those classic games that you can find little fault with, like *Halo* and *GTA Vice City* and so on, but the graphics seem to be the number one priority in the minds of games developers, and they can only keep you entertained for so long. Sure, I like to play a game with cool visuals, but a game with an addictive storyline, loads of replay value and a lifespan that will last you more than a day are much more valuable. I have an Xbox, so PS2 and GameCube owners may disagree, but I'd like to see more thought-provoking games on the market.

Alan Wilks, Manchester

▲ *Halo* looks good – and it also plays brilliantly. Isn't it great to have your cake and eat it?

Hi GM,

Even as a PS2 owner, I still feel that (even though I hate to say it) the Xbox has better graphics. But I think that gameplay is much more important than graphics, and I feel that is what Sony have over Microsoft. I can't think of many great games exclusively for the Xbox apart from *Halo*, but the PS2 has so many greats, like *GTA Vice City*, *The Getaway* and the *Pro Evo* series. But then I hear that the *GTA* games have hopped on the Xbox express and *Pro Evo 3* might too. Is the pressure getting to Microsoft to get the kind of gaming masterpieces Sony have provided us with for so long? Or is Mr. Gates just not used to being second best?

Craig Umenyi, Ilford

We certainly agree that graphics aren't everything, and we are a tad concerned that there's a tendency in some quarters to use beautous animation and rendering to disguise basic and shallow games – but no such disguise is going to get past us, so the GM score will hopefully keep gamers voting with their feet.

You can now text Your Shout on 83019

If you don't feel like penning an elegant epistle, or you're seized with a brilliant idea while you're on the bus and e-mail just doesn't seem immediate enough, you can now send your nuggets of genius to Your Shout from the comfort of your mobile. Text YR SHOUT plus your comments to to the number above for just 25p.*

» Here's where you can sell your stuff and grab yourself a bargain too! Mark your ad 'Cart Boot' and send it in with the coupon on 57!

Games For Sale

Xbox games for sale: *Hitman 2* – £15; *Capcom vs SNK2 EO* – £9; *Splinter Cell* – £15; *Tony Hawk's Pro Skater 4* – £15; *NBA Live 2002* – £12; or all these for £60. All come in original boxes and with manuals, only played a few times each.
Contact Stewart on 01772 469411

I have these games to sell: *The Getaway* – £15; *Gran Turismo 3 A-Spec* – £15; *Spider-Man* – £15; *The Sims* – £25; *X-Men 2: Wolverine's Revenge* – £30; *World Championship Snooker 2002* – £15.
Contact Andrew Cairns on 01583 421296

Thinning out my large collection of games. The following are for sale: *Pokémon Ruby* – £24; *FIFA Road to World Cup* – £4.95; *Demolition Racer* – £9.99; *Action Bass* – £4.99; *Populous: The Beginning* – £4.75; *Final Fantasy Origins* – £14.99; *Pokémon Gold* – £15.99; *Theme Hospital* – £12; *Tony Hawk's Skateboarding* – £3; *Resident Evil* – £9.99; *Sky Sports Football Quiz* – £3; *Premier Manager '98* – £2.89; *Theme Park World* – £5.25; *The Mummy* – £29.90; *Tekken 3* – £4.60; *Final Fantasy 9* – £10.
E-mail korlaird@yahoo.co.uk

PS2 and PS games for sale: *Airblade* (PS2) – £12; *James Bond 007: Tomorrow Never Dies* (PS) – £3; *WWF SmackDown* (PS) – £2; *Medievil 2* (PS) – £3; *Soul Reaver* (PS) – £3; *Duke Nukem Time to Kill* (PS) – £3; *Blast Chamber* (PS) – £2; *Sanvein* (PS) – £2; *Victory Boxing Championship Edition* (PS) – £2; *Toca Touring Car Championship* (PS) – £3.
E-mail farrant_phillip@hotmail.com

Two GameCube games for sale: *Dave Mirra 2* and *Tony Hawk's 3*. Both very good condition with manuals and cases. £15 each or £25 for both.
Phone 01452 503386 or e-mail ainsleygalling1@activemail.co.uk

Games for sale, including Hardcore 4x4, Roadsters, Toca Touring Car Championship, Sled Storm and No. 67 demo disk. All games £10, demo £5, or £50 for all.
Contact Daniel Zoppellini, 020 8807 4915 Sat/Sun

Games/Consoles Wanted

I am looking for *Zelda: Majora's Mask*, *Super Smash Bros* and *Conker's Bad Fur Day*, all on N64, and also *Advance Wars*, *Mario* and *Lord of the Rings: Two Towers*, all on GBA. Will pay good money or trade for *Kirby GBA* and/or *Crash Bandicoot 2* GBA.
Call Jamie on 01933 676318 or e-mail jamieharrison@hotmail.com

Games To Swap

I am willing to swap Jak and Daxter and Max Payne for Soul Calibur 2 or Mortal Kombat (PS2).
Call 0161 945 5984 or e-mail crazysev@aol.com

Consoles/Peripherals For Sale

For sale: 4Gamers steering wheel and pedals for PlayStation 1 or 2. Adjustable height and position, with D-pad and directional buttons, easy-shift gears, auto pilot, vibration system and suction pads. £35 o.n.o.
Tel 07788 647247 after 4pm

Desperately want to sell Nintendo 64 console and games. Boxed with 24 games including *GoldenEye*, *Turok 1* and *2*, *Beetle Adventure Racing*, *Zelda 1* and *2*, *Mario 64*, *Mario Kart 64*, *Donkey Kong* and others. Most boxed and in fairly good condition. Includes extra controller, rumble pak, expansion pak, memory pak and cheat cartridge. £140 in all, £30 without games or £10 per game.
Call Chris on 01494 714573

I am selling a G-Con 2 lightgun with all leads for £15. Willing to negotiate.
Call James on 01794 501617 between 5pm and 9pm

Anyone interested in buying a Nintendo 64? Two controllers (clear purple and grey), *Pokémon Stadium* and *Pokémon Snap*? All boxed and in good condition. I'm hoping for £60 but I'll accept the highest bidder!
Call Sadie on 07905 149654 or e-mail sadiesweet@hotmail.com

I'm selling a PlayStation with one controller, one memory card, one gun, 12 demos, 23 games, and two cheat books, all for £200.
Call Andy on 028 9332 4748

Game Boy Color for sale with five games: Pokémon Silver – £15; Yellow – £10; Blue – £5; Harry Potter: Philosopher's Stone – £12; Ronaldo V-Football – £4. GBC is transparent purple – £15. Also a GBC link cable – £5. But singly or all together for £60 (save £5). All in good condition.
Call Robert on 0131 335 3764

For sale: PlayStation with two controllers, one memory card and the following games: *Driver 2*, *Star Wars: Episode One*, *Star Wars: Demolition*, *Star Trek Invasion*, *Resi 3*, *B Movie*, *Metal Gear Solid*. Equaliser cheat CD and loads of demos, all for the bargain price of £100.
E-mail graham.oneill@careerspartnership.com

Console for sale: GBA for sale. Clear blue with four games (*Crash Bandicoot XS*, *Crash Bandicoot 2*, *Mario Kart Super Circuit* and *Sonic Advance*). Official GBA case, can hold GBA plus 4 separate games, two-way link cable and a game holder for one game. Everything boxed with instructions, except *Mario Kart*, and all in very good condition. £170
Contact: nathan.pearce@orange.net

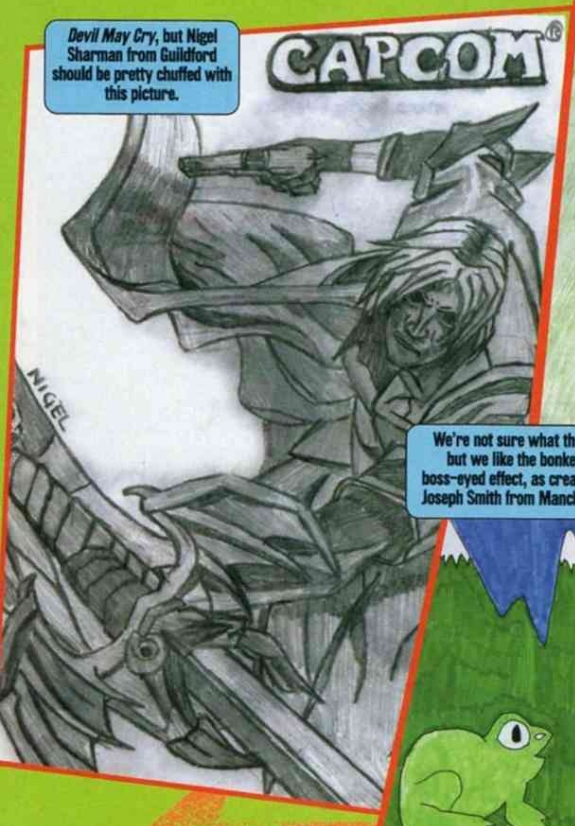
For sale: Game Boy Advance with lights, battery charge pack and 3 games (Jackie Chan, Tony Hawk's 2, Super Monkey Ball) and I will give you Super Mario Bros Deluxe (GBC) for free. All for £75 o.n.o. I will pay for postage.
Phone James on 07792 896997 or e-mail hugh.harvey@ntlworld.co.uk

I will sell an NTSC PlayStation 2 with *Twisted Metal Black*, *Capcom Vs. SNK 2*, *Primal*, *Legends of Wrestling 2* and one official Dual Shock pad for £130.
Call 07984 327854 or e-mail gidosam@yahoo.com

PlayStation with 25 games including *Driver 2*, *SmackDown 2*, *GTA 1* and *2* and *London 1969*. Comes with two analogue controllers, official PlayStation game carrier, memory card and Exploder cheat cartridge. All for £180 o.n.o. or will swap for PS2 with *GTA3*.
Call Jacob on 01945 465569 or text 07884 130693

GR ART HOUSE

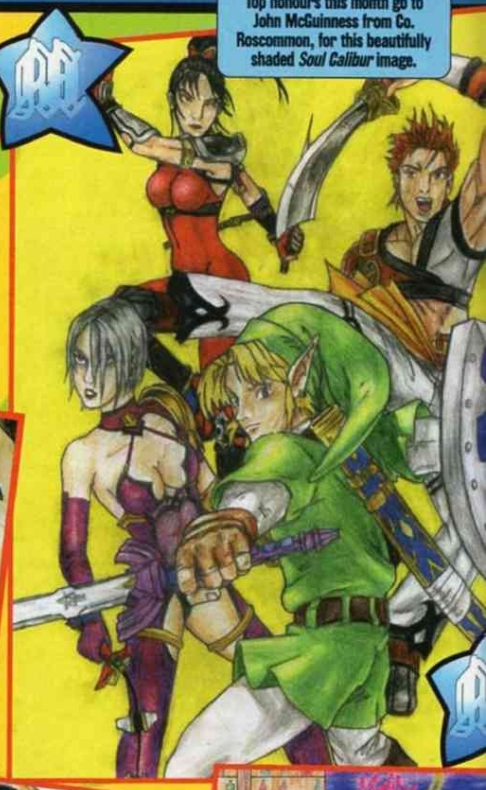
» Are you a whizz with the old felt tips? A demon with the crayons? Or even the prince of the pencil? Well we really want to see those pictures, so get scribbling now, and don't forget to include the coupon on page 57!



Devil May Cry, but Nigel Sharman from Guildford should be pretty chuffed with this picture.

He's keen, mean and slightly green – a jaundiced view of XIII from Robert Proietti of Scunthorpe.

Top honours this month go to John McGuinness from Co. Roscommon, for this beautifully shaded *Soul Calibur* image.



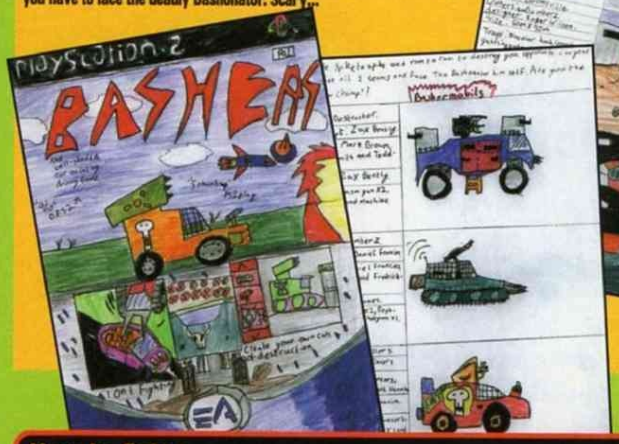
We're not sure what this is, but we like the bonkers boss-eyed effect, as created by Joseph Smith from Manchester.

Thomas Philpot from Huntingdon has produced this powerful version of Shadow.

Dig this funky *Vice City* vibe from Gurbinder Gollen of Southall.

GAME DESIGNERS' WORKSHOP

» Robert Crooks from St Alban's has come up with the goods with *Bashers*, a destructive driving game where you drive one of nine different but equally fearsome Basher Mobiles round nine daunting arenas, including Suicide Speedway, Destructor Town and Atomic Valley. If you come out on top, you have to face the deadly Bashonator. Scary...



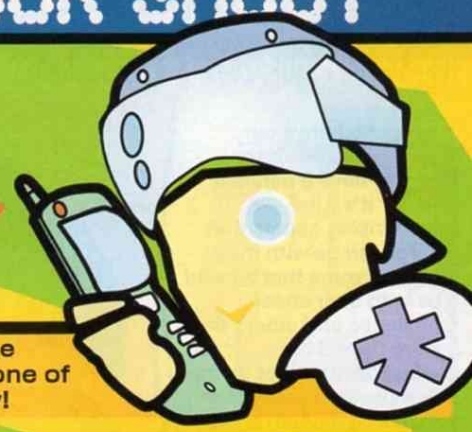
How to Enter

Make your game idea as detailed as possible. Include pics of what it looks like, sketches of the characters, what they're like and how the game plays, then mark your envelope 'Games Designers' Workshop' and send it with the coupon on p47. If you win, you'll get a game on a format of your choice.

THIS MONTH'S WINNING GAME!

Ross and Matt Van Leeve from Cape Town, South Africa, are this month's winning designers. In their beautifully detailed *Shadow of Darkness*, the heroine Annie has to save the spirit of Christmas from the impostor Manta Clause and the evil Sect of Darkness. Annie is helped by her faithful firefly, Sammy (who was once a leprechaun), and Number 8, the only Christmas Present to escape destruction by the insane elf, Nicky. With great artwork and a brilliant, bizarre storyline, this "RPG/horror/puzzle/platformer" gets our vote.

OUT NOW!



» Reckon you can review games alongside the GM team? Want to get your name and pic in print and win a top quality wodge of gaming goodies? Just review one of your games for us, mark it up 'Out Now' and send it in with the coupon below!

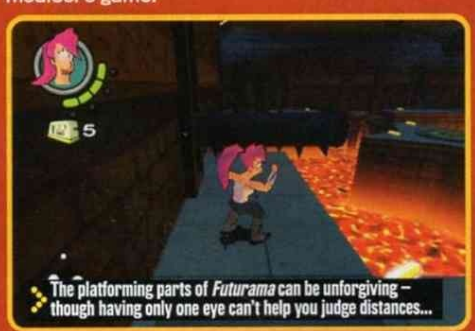
Futurama

PS2 PRICE: £40 PUBLISHER: SCI

REVIEWER

Robert Fry

If you're a *Futurama* fan, then undeniably the best part of this game is the storyline and characters. With the show's creators writing the script they couldn't go wrong – fans will love the witty remarks from Fry and Bender. The characters are likeable and amusing, which is unusual for platformers nowadays. The visuals and sound match up to the plot, giving a sense that you're controlling the show. The downfall of the game, however, is the gameplay, which sadly fails to match the story and presentation. The gameplay is far from terrible – there's lots of variety in the different characters' controls and moves, and the mix of shooting, platforming and action keeps things fresh. However, there are many frustrating moments in the game – people who dislike precision jumping and instant deaths should look elsewhere. In the sewers alone I died eight times trying to jump across a river. All the precision jumping isn't helped by a poor camera angle. For non-fans of the show there are better platformers available, but fans will love the story and humour, which helps you see past a mediocre game.



The platforming parts of *Futurama* can be unforgiving – though having only one eye can't help you judge distances...

The Sims: Superstar

PC CD PRICE: £20 PUBLISHER: EA

REVIEWER

Mark Searby

It seems that with every month that passes a new *Sims* add-on is released. Usually this would be indicative of a game that was not the pick of the crop, but this is not the case for Will Wright's life sim. Since the game was released it seems that the Sims have had an ever more luxurious and exciting life. The latest release gives your Sims the opportunity to reach for the stars and stick their hands in a slab of cement. The new town is called Studio Town, and your Sim can choose to drop their 9 to 5 job at the local corner shop and practise their way to stardom. However, it isn't a walk in the park. Your Sims must have talents and skills that make them stand out. They can do publicity stunts and print ads, but be warned – your Sims soon get depressed if things don't go to plan. The series shows no sign of repetition or halting in growth, and this latest expansion is one of the best. Your Sims could rocket to the top of the Who's Hot list or they could crash and burn. Whatever happens, their fate is in your hands.

▲ Coming over all Errol Flynn might not be the best way for your Sim to hit the big time in Studio Town.

Metal Gear Solid 2

PS2 PRICE: £20 PUBLISHER: KONAMI

REVIEWER

Laurence Thompson

Remember that kid at school who was a real swot but talked too much? Full of bright ideas but always had something annoying to say? And yet the teacher never apprehended them for chatting because they got an A+ in their coursework? You get the impression that Hideo Kojima was like that in his college days, because this game has the same characteristics. *Metal Gear Solid 2* is brimming with little touches of class. It hits you straight away as being a landmark title that will be mimicked for years to come. And then it opens its mouth. Far too much of the game involves listening to a big geek talking about national security, yet you feel compelled to listen to every boring bit so as not to miss any important plot twist or lifesaving instruction. This is a shame, as the gameplay is truly excellent stuff whereas the talkative parts do not educate or excite you in the least bit. But let's not pick holes in a masterpiece. The entire game oozes quality and everything from Snake's mullet to Vamp's teeth feels satisfyingly chunky. The extra DVD makes it more than worth your £40. And that's what you wanted, isn't it?

Great mullet, great action – if only there was less talking in *Metal Gear Solid 2*.

Your Shout Entry Coupon

Fill it in and get in the mag!

Want to get involved? To get your stuff in the pages of GM just mark your letter either 'Your Shout', 'Cart Boot', 'Art House' or 'Game Designers' Workshop' and bung in this coupon with your submission. Simple. Now send the bundle to... GamesMaster, 30 Monmouth Street, Bath, BA1 2BW. Do it now! If you don't want to hack up your GM, scribble it all down on a bit of paper.

My name is: _____

My address is: _____

_____

_____

My age is: _____

The bit of GM I like is: _____

The bit of GM I hate is: _____

Stick a pic of yourself here if you want to see YOUR face in GM!

To get your stuff in GM send it to... GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.

This month's GM survey questions are...

What are the best Xmas leftovers – turkey sandwich fried potatoes? And what would you rather have a ri – a helicopter or a hot air balloon? And which are th best nocturnal animals – hedgehogs or badgers?

SARNIES OR SPUDS? _____

'COPTER OR BALLOON? _____

HOGS OR BADGERS? _____

Check back next month for the results!

Result!

In GM141, we asked you: the best Xmas p game – Twister or Pass the Parcel? The choicest Xmas delicacy – pudding or ca And the best treat to find in your stockin a chocolate orange or chocolate money

TWISTER OR PARCEL: ...Twister

PUDDING OR CAKE: ...Pudding

ORANGE OR MONEY: ...Money

Mark your letter up as 'Your Shout', 'Cart Boot Sale', 'Art House' or 'Game Designers' Workshop'!

50 GM's TOP

So here's our Top 50. Go on, have a gander. It's a list comprising games that surprised us with their charm, some that wowed us with their sheer brilliance and others that were flawed but magnificent. All of them, though, are games that mattered most to us as a team and we're sure will be remembered long into the next year and beyond.

This list is something we've fought and argued about constantly, but here is the definitive 50 – so feel free to bombard us with all your opinions. Also check out the thoughts of the GM Team on their particular faves. If there aren't a few surprises and some inclusions/exclusions that will make your blood boil, well, we'll be surprised. Just try to keep the personal insults down to a minimum. So let's raise our paper cups to what has been a superb 2003 and here's to an even better 2004 for gaming.

Steel Battalion
Even if there wasn't a game, I'd sit in front of that controller and pretend to eject out of my about-to-blow-mech.
Robin

Enter The Matrix
Okay, the driving's crap, and it hasn't got Neo in it. But for shooting, kung fu fighting, scampering up walls and crazy slow-mo bullet time, it's better than True Crime, Dead To Rights and the entire third film all put togther.
Joel

Dog's Life
Call me childish, but I've never had more fun in my gaming life than picking up a turd in my mouth (and by mine, I mean the dog's) and flinging it at a passer by. Then I chucked a skunk in a river.
Tom

Soul Calibur 2
The best fighting game since Soul Calibur, and the most competitive fun I've had since Crazy Golf Skins.
Joel

After 365 days of gaming and many hours' arguing, here ar

DEF JAM VENDETTA 50

BY: EA BIG

Price: £35
Publisher: EA
Type: Beat-'em-up
What it is: Baggy-pant homie-battering.
Why it's in: *Def Jam*'s genius is that it manages to be a wrestling game for people who don't like wrestling. And all it took was a jumpin' soundtrack, beatings the right side of daft and lots of velour.

MAX PAYNE 2: THE FALL OF MAX PAYNE 49

BY: REMEDY

Price: £30
Publisher: Rockstar
Type: Shoot-'em-up
What it is: Cop shoots robbers sideways.
Why it's in: Intelligent, sassy and gritty. When the Payne gets to cap ass it's more graceful than a ballet dancer wearing swan shoes. Goes easy on the substance but more than makes up for it with style.

METAL GEAR SOLID 2: SUBSTANCE 48

BY: KONAMI

Price: £30
Publisher: Konami
Type: Action/Adventure
What it is: *Sons of Liberty* with extra cheese.
Why it's in: It's Solid Snake's downtime with VR missions, extra characters, tuxedos and cake-protecting. Essential if you haven't played the original.

POKÉMON: RUBY AND SAPPHIRE 47

BY: NINTENDO

Price: £25
Publisher: Nintendo
Type: RPG
What it is: Trap animals' balls, then make them fight.
Why it's in: Hey, it's Pokémon on the GBA! The world might not be the Poké-mental place it once was but this is still one dangerously addictive RPG with many a new 'mon friend to make.

STEEL BATTALION 46

BY: CAPCOM

Price: £120 – gulp!
Publisher: Microsoft
Type: Shoot-'em-up
What it is: Giant robot bullier with canoe-sized controls.
Why it's in: Mech games aren't everyone's special friend but sit anyone behind Battalion's bank of knobs and levers, and they'll gurgle like a big, digger-loving baby.

ENTER THE MATRIX 40

BY: SHINY ENTERTAINMENT

Price: £40
Publisher: Atari
Type: Action/Adventure
What it is: Long-coat-twirling gun-fu try-hard.
Why it's in: Sod the driving and the tunnel levels, this is all about looking pretty while slapping others senseless. Overly ambitious and flawed, but still undeniably fun.

BROKEN SWORD: THE SLEEPING DRAGON 39

BY: REVOLUTION

Price: £40
Publisher: THQ
Type: Puzzle adventure
What it is: Brain tickling semi-interactive potterer.
Why it's in: Welcome return of the puzzler that's driven by an excellent story and cute challenges. The gaming equivalent of a Sunday afternoon walk.

DOG'S LIFE 38

BY: FRONTIER DEVELOPER

Price: £35
Publisher: Sony
Type: Adventure
What it is: Dog walks round and smells things.
Why it's in: OK, it's not exactly *Deus Ex* in terms of sophistication, but this is a chilled, laid-back canine journey of self-discovery. Definitely different. And you can crap! Brilliant!

SOCOM: US NAVY SEALS 37

BY: ZIPPER INTERACTIVE

Price: £40
Publisher: Sony
Type: Action/adventure
What it is: Special Ops/Call Centre, squad based adventure.
Why it's in: Superb use of the head-set and compelling as a one-player game, but this is the title that made it worthwhile getting your PS2 online.

SOUL CALIBUR 2 36

BY: NAMCO

Price: £40
Publisher: EA/Nintendo
Type: Beat-'em-up
What it is: Savage beatings with fancy swords.
Why it's in: May well be seen as the last great beat-'em-up. Combines rich gameplay with sumptuous effects and even includes a worthy one-player challenge.

50 GAMES 03

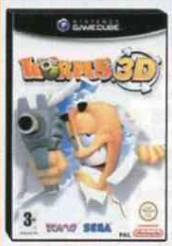
he fifty games that rocked our year. In particular order.

50 SECRET WEAPONS OVER NORMANDY

BY: TOTALLY GAMES

Price: £30
Publisher: Activision
Type: Shoot-'em-up
What it is: Propeller of Honor.
Why it's in: It may be arcadey-lite but no other game allows you to barrel roll and battle the Third Reich with so much ease and freeworld-liberating joy. It'll bust your dam right up.

49 WORMS 3D



BY: TEAM 17

Price: £35
Publisher: Sega
Type: Turn-based worm strategy.
What it is: *Worms*, right, but in 3D. Yeah?
Why it's in: Brilliant multiplayer. Once you get your head around the extra dimension, this is just as petty, bitter and infuriating as the original. Now it just looks 21st-century pretty.

48 CLOCK TOWER 3

BY: CAPCOM

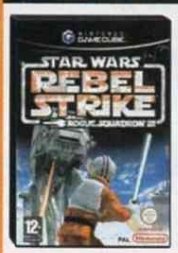
Price: £20
Publisher: Capcom
Type: Survival Horror
What it is: Small girl runs away from dead serial killers.
Why it's in: So violent, playable and demented that it lingers long in the mind. Ant and Dec short, but it's a real spiky, charm-heavy bundle of spook.

47 POKÉMON PINBALL: RUBY AND SAPPHIRE

BY: NINTENDO

Price: £25
Publisher: Nintendo
Type: Pinball
What it is: Hitting small animals trapped in balls, with paddles.
Why it's in: Simple always has a place on the GameBoyAdvance and this wonderfully presented, hugely addictive Poké-flipper is simply wicked ace mega.

46 STAR WARS ROGUE SQUADRON 3: REBEL STRIKE



BY: FACTOR 5

Price: £40
Publisher: LucasArts
Type: Shoot-'em-up
What it is: The Holy Trilogy's greatest hits.
Why it's in: No way perfect in terms of handling or design, but looks and sounds so *Star Wars* special that you have to throw it a bone. And we're talking proper *Star Wars*. With added Ewok-blasting!

45 FINAL FANTASY TACTICS ADVANCE

BY: SQUARE

Price: £25
Publisher: Nintendo
Type: Strategy
What it is: RPG turn-based battles without the RPG.
Why it's in: Basic in concept but surprisingly fertile with ideas and options. It's also conclusive proof that Square and Nintendo are bestest mates again.

44 TRON 2.0

BY: MONOLITH

Price: £30
Publisher: BuenaVista
Type: First-person shooter
What it is: Man gets sucked into computer and doesn't like it.
Why it's in: We're huge fans of the '80s film so getting to play the 'sequel' was a huge thrill, especially as it captures that incredible, austere strip-light look.

43 MIDTOWN MADNESS 3

BY: DIGITAL ILLUSIONS

Price: £40
Publisher: Microsoft
Type: Driving
What it is: *Crazy Taxi* for those who don't do crazy. Or taxi.
Why it's in: This 'all right' driving game takes on a new dimension online as the open cities become playgrounds for free-for-all mentalness. It's Xbox Live – the Wonder Years.

42 BEYOND GOOD AND EVI

BY: MR RAYMAN

Price: £30
Publisher: UbiSoft
Type: Action/Adventure
What it is: Day-glo photo-journalism with a pig.
Why it's in: So French it hurts, but also spilling over with ideas and gameplay variety. It's one short, saccharine-sweet journey into Gallic weird.

41 METAL ARMS: GLITCH IN THE SYSTEM

BY: SWINGING APE

Price: £40
Publisher: Vivendi
Type: Shoot-'em-up
What it is: *Metal Mickey* with a gun.
Why it's in: Hugely entertaining shoot-'em-up that blends 50 levels of action, robot possession and story line that's actually funny. Like 'ha-ha' funny.

GM AWARDS

So here's what we think, but if you want to have your say turn to page 14 to vote for your favourite game of 2003 and much, much more!

Secret Weapons Over Normandy
Finely crafted down to the last detail like a POW's fake identity papers. It makes you want to grow a flying ace style moustache. Not often you can say that.
Robin

Worms 3D
It sounded like a bad idea, but it all ended up fine in the end. In 3D, the worms are just even more comical, and the added dimension makes it all the more challenging. The more people you've got playing, the better.
Kath

Clock Tower 3
A real mini-gem. Fools you into believing you're playing Silent Hill-lite, but this horror has real teeth. It'll turn on you in a second.
Dave

Midtown Madness 3
Average drive from A to B missions, but online it's a whole new game that will make you try a loop-the-loop. In a coach.
Kath

Prince of Persia
This is pure distilled gaming essence, added to a big vat of gorgeous graphics and atmospheric music. The pretty looks are a bonus, but the wall-running and trapezey acrobatics need all your concentration, and the satisfaction at negotiating a complicated room is exactly the same as finishing a tricky level on Donkey Kong. Beth

Amplitude
A mixture of addictive rhythm-based gaming and cool tunes makes Amplitude a strangely brilliant game. You really feel you're getting better at it every time you play and as a result, keep playing for hours. Totally absorbing. Kath

Billy Hatcher and the Giant Egg
Good platformers have been pretty rare of late, so Billy Hatcher and his egg-rolling came at just the right time. Like Super Monkey Ball meets Mario. Meets a giant chicken. Kath

Ratchet and Clank 2
If you're a bit rubbish, like me, then running out of gravity bombs and dying for the 14th time is incredibly frustrating, but there's a great mix of puzzling and robot-splattering, and you can always collect enough bolts to buy more ammo and keep going - until you get to the crap spaceship-shooting bits, anyway. Beth

Midnight Club 2
Up there with Burnout in terms of arcade racers. Its sheer aggression will test your skill and occasionally your patience, but it's definitely worth sticking with. Dave

Advance War 2: Black Hole Rising
Cheekily similar to the original and as likely to annex your thumbs. At least the SP's rechargeable battery means less cash on Duracell. Robin

Jak 2: Renegade
If this had been a Mario game and had Shigsy's name on the box it would have been revered as his best one yet. Unfairly overlooked, this 'un. It's one of the best platform (character/action) games ever made. Do check it out please. Dan

SSX3
Because there's something brilliant about being so far ahead in a race that you can afford to pull tricks and look for extra money on the way down. Joel

30 PRINCE OF PERSIA: SANDS OF TIME

BY: UBISOFT

Price: £35
Publisher: Ubisoft
Type: Platformer
What it is: Floppy-haired boy jumps like a monkey.
Why it's in: It's a platformer with more spring than April. This is the game that *Tomb Raider* wakes up during the night in a cold sweat thinking about, and wishes it was.

29 LEGO DROME RACERS

BY: MOBIUS

Price: £20
Publisher: THQ
Type: Driving
What it is: Grown-up Lego cars racing around.
Why it's in: No it's good, no really! Yeah we know it's Lego but we don't mess around when it comes to games. Imagine the speed and handling of the handheld *F-Zero*, but the wheels actually stay on the floor. Incredible!

28 AMPLITUDE

BY: HARMONIX

Price: £30
Publisher: Sony
Type: Rhythm action
What it is: How alien space-ships make music.
Why it's in: Looks so simple but so isn't. Three buttons, six track layers and a game where 'just one more go' never seems to be enough. Perfect Benami for those who refuse to look foolish on a dance mat.

27 BILLY HATCHER AND THE GIANT EGG

BY: SEGA

Price: £40
Publisher: Sega
Type: Platformer
What it is: Boy called Billy rolls eggs.
Why it's in: Boy called Billy wears a magic chicken outfit has to roll eggs to save world – sounds so daft, feels so good. Gets into this list through its unique multicolour allure.

26 RATCHET & CLANK 2: LOCKED AND LOADED

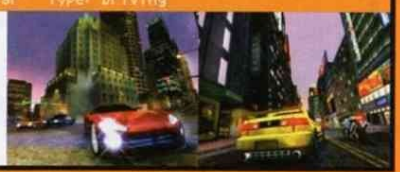
BY: INSOMNIAC

Price: £40
Publisher: Sony
Type: Platformer
What it is: Alien Man-Cat collects cogs.
Why it's in: Maintaining the high standards it set last year, the Clank's follow up is like a giant fondue of intelligent platforming and quirky design. It's a fusion of so many ideas it will make your head spin.

20 MIDNIGHT CLUB 2

BY: ROCKSTAR SAN DIEGO Price: £35 Publisher: Rockstar Type: Driving

What it is: Nighttime automobile abuse.
Why it's in: This is the anti-*Gran Turismo*. Sod struggling with a Nissan Primera round a test track, this is about a two wheeled scrape past the Gendarme, a NOS-powered leap over the Louvre and a rooftop slide to the finish. This is arcade racing at its most aggressive, unrelenting and comic-book. It may look all glisteny and aloof, but it's actually a big loving puppy. And it's great online.
Defining Moment: Hammering through an intersection at light speed and only making it by slipping under a truck's axle. Then nearly throwing up afterwards with nerves.



19 ADVANCE WARS 2: BLACK HOLE RISING

BY: INTELLIGENT SYSTEMS Price: £30 Publisher: Nintendo Type: Strategy

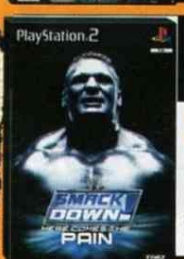
What it is: It's a turf war, on a global scale.
Why it's in: Sure, it's more of the same, but we're massive fans of *Advance Wars* same. Takes all that's good in turn-based strategies, takes out all the stirring treacle moments, then Nintendo-ises it to perfection. It's like WW2 sponsored by Sunny Delight.
Defining Moment: Even though this is turn based strategy at its most streamlined, the moment you realise you can turn off the animations and streamline it even further, is a liberating, tear-inducing moment. It means you can fit more Wars into the day.

18 JAK 2: RENEGADE

BY: NAUGHTY DOG Price: £40 Publisher: Sony Type: Platformer

What it is: Mario wannabe goes bad.
Why it's in: The feeling last year was that while *Jak and Daxter* was good, *Ratchet and Clank* was better. So while were expecting a similar power relationship between Sony's premium platformers, *Jak 2* gets a *Vice City* vibe, loses the cute and turns to the dark side. Begs, borrows and steals from so many other games it ends up feeling like a compendium. You've got admire Jak's balls.
Defining Moment: The first time you realise just how big Haven City really is. This is really no ordinary sequel but a mini world caught on a CD and fed into your PS2.

17 WWE SMACKDOWN: HERE COMES THE PAIN



BY: YUKE'S Price: £40 Publisher: THQ Type: Wrestling

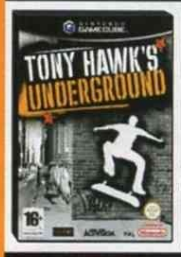
What it is: World Wrestling merchandising.
Why it's in: Last year's SmackDown! was OK, but it felt like a pause for breath rather than big step forward. *Here Comes the Pain*, however, drives you into submission with the sheer weight of WWE love. It's like being given a big wrestling wedgie. Also it plays better than ever thanks to a greater focus on reversals, which means as a fanboy experience and as a game, it has to be respected.
Defining Moment: Playing six-player Elimination Chamber but making a concerted effort just to beat the crap out of one particular person. It's how we imagine boarding school.

16 SSX 3

BY: EA BIG Price: £40 Publisher: EA Type: Extreme sports

What it is: Stand-up sledging made cool.
Why it's in: Much like with *Tony Hawk's*, you have to admire *SSX* for way it breathes new life into seemingly old ideas. Other games often start to look tired by the second sequel, but EA Big have ramped up the Uber Tricks, virgined the snow and made a mountain out of the options. People often criticise sequels for being the lazy option, but refining what was already exceptional is no mean feat.
Defining Moment: From the moment you start to play *SSX* the adrenaline starts to flow, especially when you nail a SUPER UBER tricky. A triumph of persistence, timing and Gore-Tex.

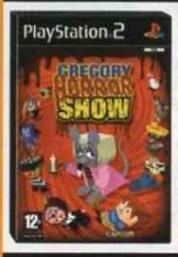
TONY HAWK'S UNDERGROUND 25



BY: NEVERSOFT

Price: £40
Publisher: Activision
Type: Extreme Sports
What it is: Sell-out skater tries to keep it real.
Why it's in: While other series just peter out, Neversoft manage to squeeze even more juice from their boarding brains to make Tony seem fresh, every time. Now that's an achievement.

GREGORY HORROR SHOW 24



BY: CAPCOM

Price: £20
Publisher: Capcom
Type: Puzzle Adventure
What it is: Square-headed mouse plays Columbo.
Why it's in: When your enthusiasm has been worn down by average rally games there's nothing like a hearty slice of odd to perk you up. Weird, cunning and surprisingly spooky.

F-ZERO GX 23

BY: NINTENDO

Price: £40
Publisher: Nintendo
Type: Driving
What it is: Stressful hover-ship racing.
Why it's in: Its commitment to continually testing your skills to the extreme really stands out in these user-friendly days. As unrelenting and tough as you remember games used to be.

IKARUGA 22

BY: TREASURE

Price: £40
Publisher: Atari
Type: Shoot-'em-up
What it is: Black and white shooter that's far from black and white.
Why it's in: This tickled our old-skool bones with its bottom to top presentation and contrived complexity. One for the hardcore, but surely that's why we're all here.

SUPER MARIO ADVANCE 4: SUPER MARIO BROS. 3 21

BY: NINTENDO

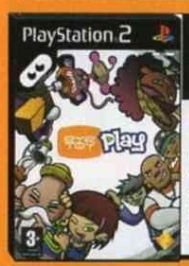
Price: £30
Publisher: Nintendo
Type: Platformer
What it is: 2D plumber-hopping.
Why it's in: OK, so you could just see it as money for old rope, but it's really good old rope and rope you can carry around. This is surely what living in the future is all about.

15 MARIO AND LUIGI SUPERSTAR SAGA

BY: ALPHA DREAM Price: £30 Publisher: Nintendo Type: RPG

What it is: The Butch and Sundance of handheld role playing.
Why it's in: Not only is it a great Mario game but it's also an all-new Mario game. It captures the charm of *Paper Mario* and then adds an extra dimension with the double teaming. Genuinely funny, almost effortless to play and thoroughly entertaining. It's classic life affirming Nintendo.
Defining Moment: So accomodating is the role playing that you're able to avoid the battles, but once you nail the double team moves and manage to level up, you'll soon be going around looking for trouble.

14 EYE TOY: PLAY



BY: SCEE Price: £40 Publisher: Sony Type: Party

What it is: Motion-capturing dignity-stripper.
Why it's in: Granted, this was designed with the 'family' in mind rather than for those playing *Phantasy Star Online*, but this is far from pure novelty. Genuinely amusing and irresistible even to non-gamers, this is not only important for mainstream gaming, but could result in innovation across a range of genres. Also it makes you look like a complete twat.
Defining Moment: If playing *Mirror Time* doesn't bring a smile to your face then take a look at yourself (with the Eye Toy) and try to pinpoint the moment in your life when you became such a miserable git.

13 LEGEND OF ZELDA: A LINK TO THE PAST

BY: NINTENDO Price: £30 Publisher: Nintendo Type: RPG

What it is: Seminal elf-wandering handheld.
Why it's in: Imagine the magic, quality and themes of *Ocarina of Time*, 2D-ed up to fit the GBA. That's what *Link to the Past* is. If you originally played it on the SNES you'll want to play it again on the GBA. If you haven't played the original then surely the opportunity to play one of the best games ever made anywhere you choose is too good to miss.
Defining Moment: When you realise just how much magic Miyamoto has managed to cram into a relatively small gaming map. Also watching Link evolve brings a proud tear to the eye.

12 PRO EVOLUTION SOCCER 3

BY: KCET Price: £40 Publisher: Konami Type: Sports

What it is: It's eyebrows at the near post.
Why it's in: For many, playing *PES* is more of an obsession than an interest, and exploring the many subtle nuances that KCET manage to weave into each new game is one of life's sweetest pleasures. While last year's game was disciplined, number three is an experience that ripples and flows thanks to heaven-sent animation and a great understanding of the game.
Defining Moment: *PES* understands that dribbling is necessary, but also that it should be hard to use, so when you finally manage to implement the R2 shuffle in a scoring move it's a real shirt-over-the-head moment.

11 VIEWTIFUL JOE

BY: CAPCOM Price: £35 Publisher: Capcom Type: Beat-'em-up

What it is: Saving the world in red flannel underwear.
Why it's in: This game looks and loves like no other. It combines sublime design and vivid action with subtle depth. It's hard to pinpoint its brilliance, but everything about it seems to work and never has a small cel-shaded man dressed in tights and a helmet looked so butch and aspirational.
Defining Moment: We're not certain you will ever really 'get' *Viewtiful Joe* but the moment the penny drops on the Time Control is sweet. Suddenly seemingly impossible situations are transformed into five-second concerns.

Gregory Horror Show

Well done Capcom for actually releasing this wonderfully dark and very bizarre game outside of Japan. And at the bargain price of £19.99 as well. It's a totally unique game full of weird and wonderful characters, like Judgement Boy who wanders the hotel corridors singing about himself. Kath

F-Zero GX

Too hard for its own good perhaps, but never less than cheek-flappingly fantastic - and you can build your own ships, too. Jes

Super Mario Bros 3

Play this to see why an Italian plumber originally called Jumpman is such a gaming star. Near perfect platforming. Robin

Ikaruga

Not for the faint-hearted or ham-fisted. But Treasure's bullet-hell symphony is old-skool blasting for the modern gamer. Love it. Jim

Eye Toy: Play

OK, so it's only truly brilliant for a weekend but what a weekend... Let's face it, seeing yourself on telly is exciting enough but being able to spin virtual plates in a jungle chacka with mischevious primates... Awesome. Dan

Pro Evolution Soccer 3

Pro Evo 2 may have been all realistic, but I like battering the ball into the top corner from 30 yards. This took me back to the glory days of Pro Evo 2 on PSone. Tom

Viewtiful Joe

It's the game that added a new word to my vocabulary and makes me hammer the button faster than anything else ever. What a viewty. Joel

XIII
The comic book style looks brilliant, it's easy to pick up and play and the intriguing plot plays out around you, making you feel totally a part of XIII's world. It's not as strategic as some other shooters, but it feels fresh and exciting and hooks you in to the very end. Kath

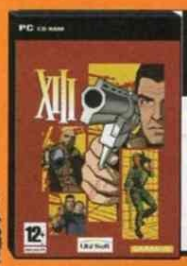
Manhunt
I like games where you meet interesting new people. And then murder them with baseball bats. It's quite literally the most shocking videogame ever. Your Nan's going to love it. Dan

Call of Duty
Short, yes, but so was Napoleon and it didn't stop him conquering the world. Best scripted-shooter this year, by so far it's not even funny. Kieron

Mario Kart: Double Dash
Totally exactly the same experience as the N64 game (and pretty much the same as the SNES original) but why tweak the sublimely untweakable? All other kart games are crap. And that's the truth, Ruth. Dan

Project Gotham Racing 2
Real cars, real cities, proper handling and extra marks for looking cool. And now with Xbox Live thingummibobs. What more do you want? Blood? Jim

Wario Ware Inc. Minigame Mania
Rarely have gaming lives been lost as quickly and humourously. In these days of compulsory training missions and interactive cutscenes, such fresh madness is to be encouraged.s Robin



10 XIII

PCCD | GAMECUBE | XBOX | PS2

BY: UBISOFT Price: £40 Publisher: UbiSoft Type: Shoot-'em-up

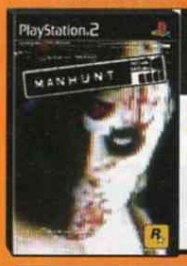
What it is: Chair-smashing interactive comic book.
Why it's in: There's something very *GoldenEye* about *XIII* that got under our skin. Both are accessible, story-led and hugely atmospheric but where *XIII* really sets new standards is with the bold-as-brass visuals, which reminded us how effective cel-shading could be.
Defining Moment: 007 set pieces, a slick'n'mix look and a story so twisty you could uncork bottles with it, so it seems odd that we find smacking people over the head with chairs the true high spot.

09 PANZER DRAGOON ORTA

XBOX

BY: SMILEBIT Price: £40 Publisher: Sega Type: Shoot-'em-up

What it is: Flying lizard simulator.
Why it's in: Part of the reason we've placed this so high is to remind everyone that it exists. This is a game with a heritage, grace, huge scale and it's exclusive to the Xbox, but often goes unmentioned when discussing the console's highlights. Tons of action, huge baddies and unrelenting action – what more could you possibly want from a dragon game?
Defining Moment: The first time you witness one of the set pieces, such as the canyon chase, you'll be completely smitten. Really uses the Xbox's power to shine up the old series real good.

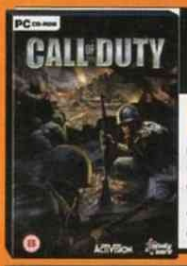


08 MANHUNT

PS2

BY: ROCKSTAR NORTH Price: £40 Publisher: Rockstar Type: Stealth

What it is: All-new *You've Been Maimed*
Why it's in: Probably charts so high because we've just been playing it, but this is a really hardcore experience. It's a stealth game that's a joy to play thanks to its stripped down approach and reliable rules.
Defining Moment: The learning curve is so exquisitely sculpted that by the end of the game you have all the skill to be a running, creeping, machete-wielding bag of death. Then, combining your skills, there's a moment where you can attract a Hunter's attention by chucking one of his mates' heads at him and then rip his face off with a 12-gauge.



07 CALL OF DUTY

PCCD

BY: INFINITY WARD Price: £30 Publisher: Activision Type: Shoot-'em-up

What it is: *Medal of Honor*
Why it's in: Just to prove EA haven't got the official WW2 licence, Activision go and out-*Medal of Honor* *Medal of Honor*. They've taken the basic 1940 Nazi-whupping then attached a Russian front, NPCs you care about and detail that continually surprises. Rather than breaking new ground as a FPS, this is all about refining existing ideas to make for a gritty, hard-edged experience.
Defining Moment: The point when you realise that, in the Stalingrad level, there are two Russians for every rifle. Really makes you think. Hmmm, poignant.

06 MARIO KART: DOUBLE DASH!!

GAMECUBE

BY: NINTENDO Price: £40 Publisher: Nintendo Type: Driving

What it is: Have a guess. Go on, have a stab in the dark.
Why it's in: A lot of people have had a go at *Mario Kart* for being just like the previous games, but what did you expect from *Mario Kart*? It's *Mario Kart*, for the love of God! What Nintendo have done is made it GameCube pretty and retained the same squabbling multi-player action.
Defining Moment: You have to play this on multi-player. The first time you get caught on the finish line by a blue shell you'll vow that, as God is your witness, you'll never be hungry again! Or something similar.

05 PROJECT GOTHAM RACING 2

XBOX

BY: BIZARRE CREATIONS Price: £40 Publisher: Microsoft Type: Driving

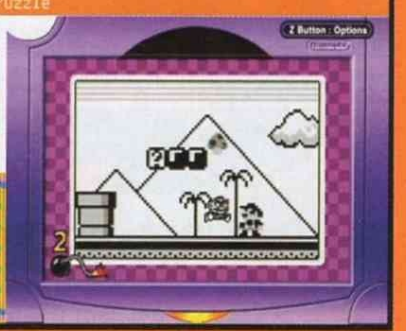
What it is: Class-climbing automobile tamer.
Why it's in: *PGR2* is one big illusion. Looking at the graphics, you think it's a tight-ass sim and that you're a better person for appreciating the torque on the 550 Spyder. But in fact you're playing a big huggable, ball-pool of a game that has only love and happiness to share.
Defining Moment: The magic of pearling together a combo is hard to resist, but the first time you go online, you start to realise the real potential of Xbox Live. It's not just replacing AI with Americans, it's about bringing the gaming community closer together. Sniff...

04 WARIO WARE INC. MINIGAME MANIA

GAMEBOY ADVANCE

BY: NINTENDO Price: £30 Publisher: Nintendo Type: Puzzle

What it is: Party game hors d'oeuvres.
Why it's in: *Wario Ware* shouldn't work, but somehow it does. It ignores all the usual ideas and scatterguns a bunch of random madness at you. You're peppered with a collection of three-second explosive moments like a handheld fireworks display but without the first-degree burns. It completely charmed the collective pants off the whole *GM* team and will always have a special place in our hearts.
Defining Moment: The point where you 'get' that you will probably never really 'get' *Wario Ware* and stop wondering why playing a bunch of mini games is so much fun.



03 METROID PRIME

BY: RETRO STUDIOS Price: £40 Publisher: Nintendo Type: Action/Adventure Shooter

What it is: Nintendo journey in a space suit.
Why it's in: This isn't your typical first person shoot-'em-up. Rather than dealing out death with a twitch and a strafe, this is part platformer, part RPG and definitely all that. Developers Retro Studios have taken a seminal 2D platformer and somehow pumped it up to a 3D FPS while still retaining its unique brilliance. The cautious pace is the same, and so is the thrill of upgrading your suit, and it's even got the same spooky space eeriness of the original games. But now it looks like it was created with God's own spyrograph and pencilled in by Jesus – tongue out in concentration. This is a game that sucked us in, make us feel small and chucked us out the other side. Beautiful.
Defining Moment: When you escape from the pirate mothership and get stripped of all your suit's gadgets. Suddenly you're there on your own, trapped in a big fancy dress costume with a car cigarette lighter for an arm and everything you meet wants to batter you.

02 STAR WARS: KNIGHTS OF THE OLD REPUBLIC

BY: BIOWARE Price: £40 Publisher: Activision Type: RPG

What it is: Ready, Jedi, go role-playing.
Why it's in: It's hard to say you love *Star Wars* these days. Sure Episodes 1 and 2 have embarrassed and the Holy Trilogy is starting to date, but it's the games, the endless scruffy misuses of the *Star Wars* universe that really wear you down. But now there's *KOTOR*, which swept us off our feet and made us give a monkeys about Jedis again. Built upon a plot as strong as granite, this is an RPG that manages to challenge the hardcore and mother the newbie at the same time. Even for those who shy away from turn-based battles, KOTOR lures you into its magical world with chirpy controls, entertaining cast and the huge variety of challenges.
Defining Moment: The Light Side/Dark Side dynamic is genius. Soon you realise that almost every option you could think of is available to you in any situation. While most of us have tried to be good guys, we've still capped a few guys who were starting to take liberties. It just shows how easy it is to be lured to the Dark Side.

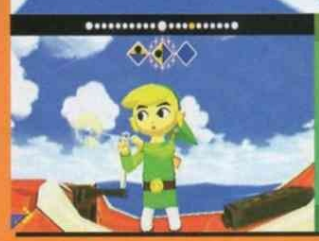
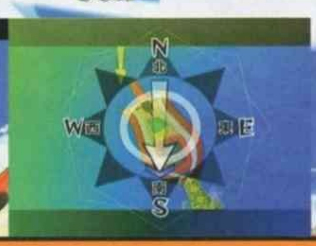
01 THE LEGEND OF ZELDA: THE WIND WAKER

BY: NINTENDO Price: £40 Publisher: Nintendo Type: Action RPG

What it is: Big-eyed pixie perfection.
Why it's in: It's not called *The Legend of Zelda* for nothing, you know. As well as being the story of a pointy-eared boy adventurer that's been told and retold over the past 17 years and the course of nine games, the *Zelda* series has reached mythic proportions amongst gamers because it's so consistently ace. So if you have played a *Zelda* game before you'll know exactly why this is here. If you haven't, *Wind Waker* is the ideal place to start. In fact, the way it restarts the legend afresh 100 years after the N64's *Ocarina of Time* seems designed to coax in a whole new audience.

Forget all the blah about the cel-shaded graphics being kiddie, as well. The new look works beautifully, to the point where you're convinced more consoles should get their felt tips out and go for it. *The Wind Waker* might not have quite the same impact as the first 3D *Zelda*, *Ocarina of Time* on N64. But from the moment you catch your first pig, it's got a sense of fun that can't fail to put a smile on your face. As well as plenty of moments of genuine emotion (ill Nan, anyone?) when you'll have to pretend to have something in your eye, it's the same combination of action, adventure, treasure, monsters, secrets, sword fighting and bombs that's always made up the *Zelda* experience, and so expertly crafted. Notebooks out, inferior game designers – the worst thing about *Wind Waker* is how inferior it makes even above-average adventures look.

Friendly but not dumbed-down, it's the childlike sense of exploration – rewarded with flung-open-treasure-chest levels of delight when you're given a cool new weapon or side quest – that makes this an unforgettably great experience. It's number one with a conductor's baton, a sail and lots of smashed pottery.
Defining Moment: When you pull the Master sword free in Hyrule Castle. Not only do you realise the full implications of your world-saving quest, but it all goes into colour and a massive scrap kicks off!

Metroid Prime
A hauntingly atmospheric exploration and the best game of 2003. Fact! Even despite the two tedious final bosses. Jes

Star Wars: Knights of the Old Republic
It made even a Star-Wars-phobe like yours truly care which end of a lightsabre is the right one to hold. Best RPG in years. Kieron

Legend of Zelda: Wind Waker
It's got its faults - did anyone enjoy finding the Triforce pieces, eh? But this is a magical adventure. Jez.

TOP 5s

Robin
Legend of Zelda: Wind Waker
Mario Kart: Double Dash
Manhunt
Steel Battalion
Wario Ware

Jes
Metroid Prime
Legend of Zelda: Wind Waker
Mario Kart: Double Dash
F-Zero GX
Soul Calibur 2

Dan
Manhunt
SSX 3
Star Wars: Knights of the Old Republic
Eye Toy: Play
Mario Kart: Double Dash

Jim
F-Zero GX
Project Gotham Racing 2
Legend of Zelda: Wind Waker
Wario Ware
Ikaruga

Joel
Soul Calibur 2
Viewtiful Joe
SSX 3
Manhunt
Amplitude

Tom
Legend of Zelda: Wind Waker
SSX 3
Mario Kart: Double Dash
Pro Evolution Soccer 3
Midnight Club 2

Beth
Ratchet and Clank 2
Prince of Persia: Sands Of Time
Midtown Madness
Zelda: Wind Waker
Rugby 2004

Dave
Clock Tower 3
Midnight Club 2
Pro Evolution Soccer 3
Prince of Persia
Wario Ware

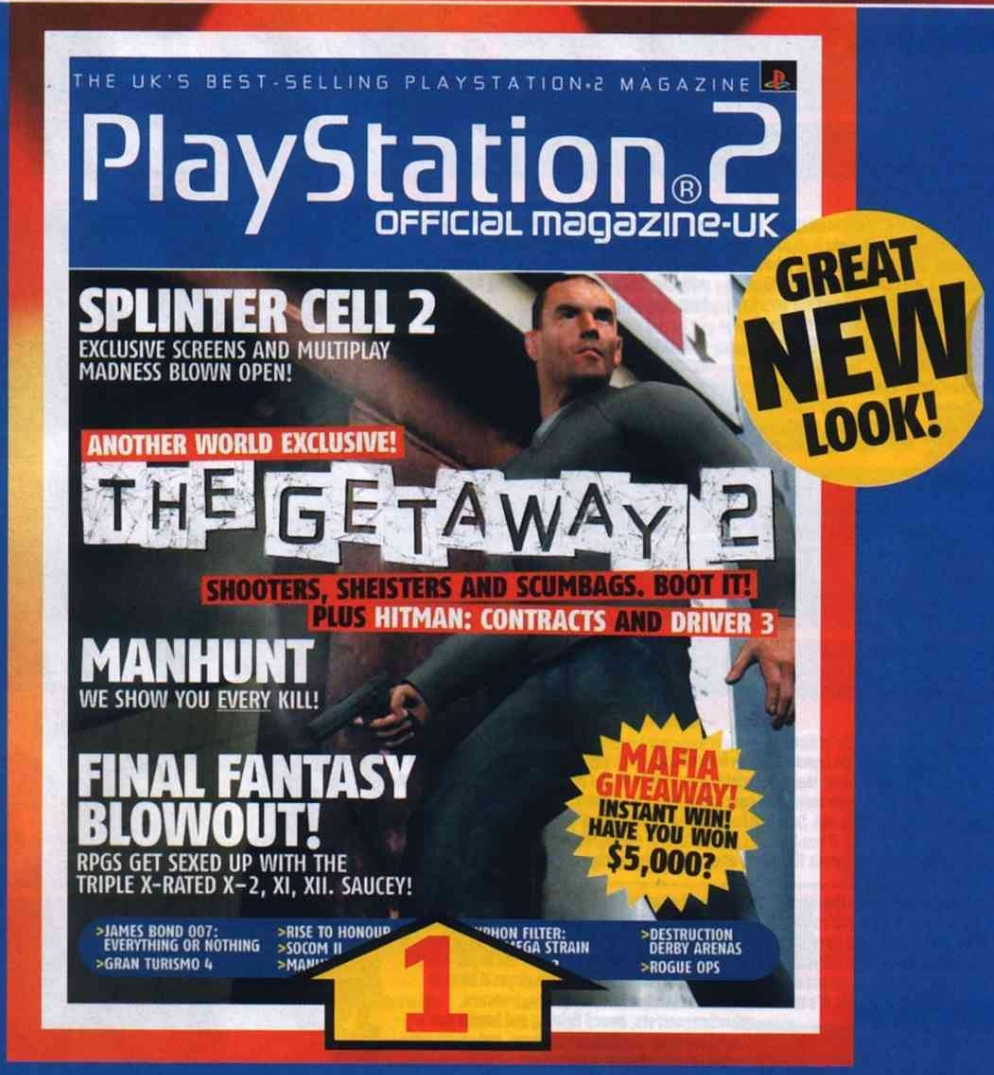
Kath
Legend of Zelda: The Wind Waker
Project Gotham 2
Mario Kart: Double Dash
Midtown Madness 3
Rainbow Six 3

Kieron
Knights of the Old Republic
Call of Duty
Broken Sword
Prince of Persia
Hidden and Dangerous 2

IN THIS MONTH'S ISSUE OF

PlayStation®2 OFFICIAL magazine-UK

THE ONLY MAGAZINE WITH PLAYABLE DEMOS!


THE UK'S BEST-SELLING PLAYSTATION 2 MAGAZINE
PlayStation®2 OFFICIAL magazine-UK
GREAT NEW LOOK!
SPLINTER CELL 2
EXCLUSIVE SCREENS AND MULTIPLAY MADNESS BLOWN OPEN!
ANOTHER WORLD EXCLUSIVE!
THE GETAWAY 2
SHOOTERS, SHEISTERS AND SCUMBAGS. BOOT IT!
PLUS HITMAN: CONTRACTS AND DRIVER 3
MANHUNT
WE SHOW YOU EVERY KILL!
FINAL FANTASY BLOWOUT!
RPGS GET SEXED UP WITH THE TRIPLE X-RATED X-2, XI, XII. SAUCEY!
MAFIA GIVEAWAY!
INSTANT WIN! HAVE YOU WON $5,000?
>JAMES BOND 007: EVERYTHING OR NOTHING
>GRAN TURISMO 4
>RISE TO HONOUR
>SOCOM II
>DESTRUCTION DERBY ARENAS
>ROGUE OPS
1

WORLD FIRST! THE GETAWAY 2!

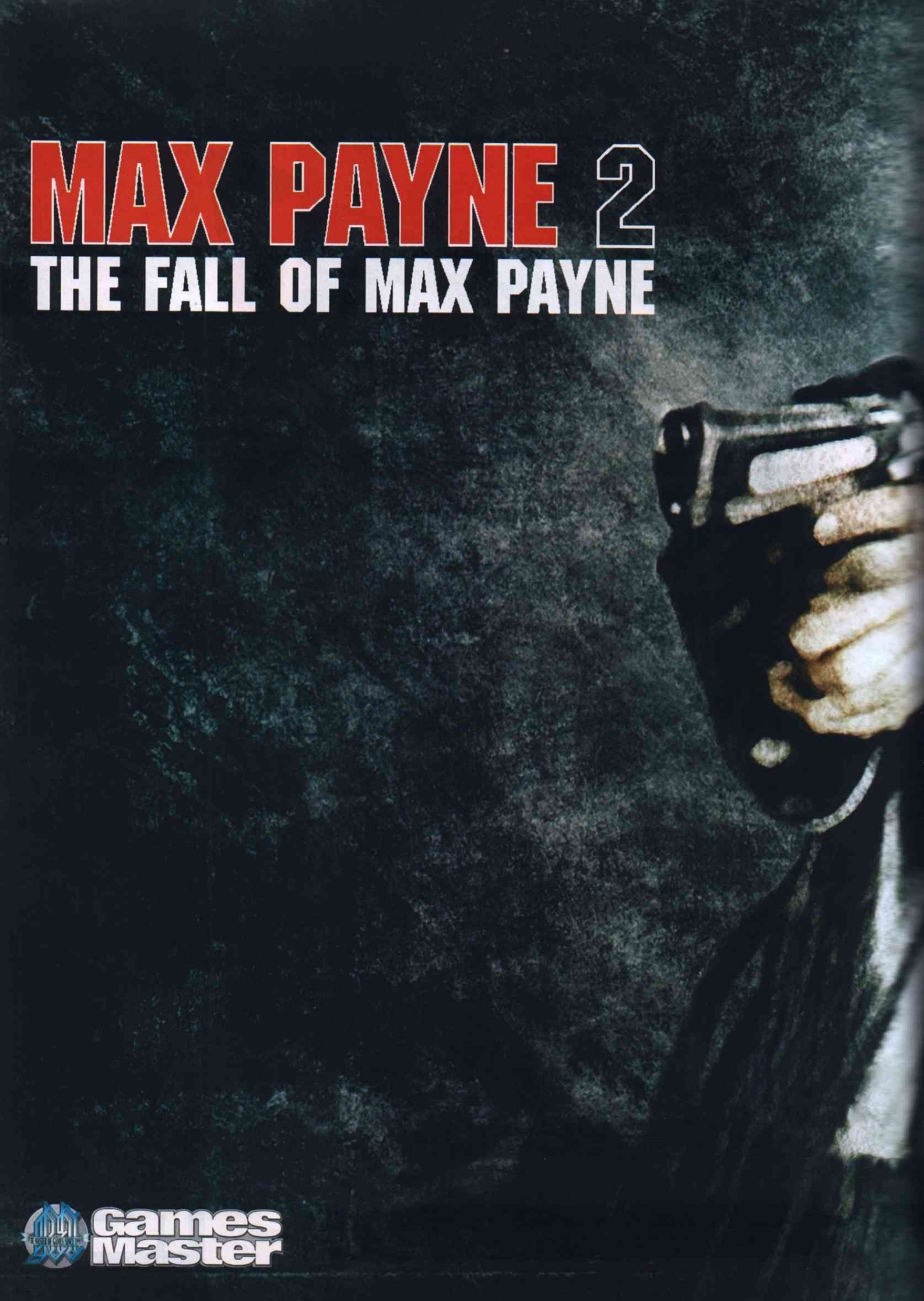
FIRST INFO! FIRST SCREENS! FIRST BLOOD! YOU CANNOT READ THIS ANYWHERE ELSE!

grand theft auto

vice city

Games
Master

MAX PAYNE 2
THE FALL OF MAX PAYNE



10 GAMES TO PLAY!

WRC 3 ■ XIII ■ FIFA 2004
R-TYPE: FINAL ■ POP IDOL ■ GROOVERIDER ■ SOCOM: US NAVY SEALS
STARSKY & HUTCH ■ SOUL CALIBUR II ■ TAK AND THE POWER OF JUJU

5,028 CHEATS!

PLUS!

10 HUGE GUIDES

The Lord Of The Rings: The Return Of The King ■ SSX 3 ■ Pro Evolution Soccer 3
WWE SmackDown! Here Comes The Pain ■ Medal Of Honor: Rising Sun
Harry Potter: Quidditch World Cup ■ Ratchet & Clank: Locked And Loaded
True Crime: Streets Of LA ■ The Simpsons Hit & Run ■ GTA 3 & GTA: Vice City

PLUS! ALL THESE IN THE MAG!

- JAMES BOND 007: EVERYTHING OR NOTHING
- GRAN TURISMO 4
- RISE TO HONOUR
- SOCOM II
- SYPHON FILTER: THE OMEGA STRAIN
- MANHUNT
- TERMINATOR 3
- ROGUE OPS
- DESTRUCTION DERBY ARENAS

THE UK'S BEST-SELLING PLAYSTATION 2 MAGAZINE

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GamesMaster TIPS

TIPS FOR THE LATEST GAMES! • THE HOTTEST TIPS FOR THE LATEST GAMES! • THE HOTTEST TIPS FOR THE LATEST GAMES! • THE HOTTEST TI

CODE GIRL

We're saying goodbye to 2003, the only way we know how – by beating every Xmas game like they were naughty and tipping them to within an inch of their lives! We've got *Need for Speed* spanked, *WWE* smacked right down, *Manhunt* mangled and EA's *Medal of Honor* opened up like a packet of crisps!

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THE GUIDE

MEDAL OF HONOR™ RISING SUN

PS2 PlayStation 2 · XBOX™ · NINTENDO GAMECUBE

EA'S SHOOTER BLOWN WIDE APART! WE TAKE IT TO THE PACIFIC RIM AND SLAM IT!

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TIPS EXPRESS
LATEST CHEATS!

MASTER CLASS
YOUR TIPS!

CONSOLETATION ZONE
YOUR QUESTIONS!

ARE YOU A GAMESMASTER? SEND US YOUR TIPS P.79

TIPS EXPRESS

With this and your free cheats book, you've got tips for all your Christmas games. So long as you didn't get *Frogger's Journey*...

THE LATEST GAMES BUSTED WIDE OPEN! • THE LATEST GAMES BUSTED WIDE OPEN! • THE LATEST GAMES BUSTED WIDE OPEN! • THE LATEST GAMES BUSTED WIDE OPEN

PS2 XBOX GAMECUBE

NEAT CHEATS FOR THE STREETS!

NEED FOR SPEED: UNDERGROUND

Do you feel a need for speed? Good. Well done. How about a need for every circuit, drag and sprint track? Even better. Whack these cheats in at the main menu.

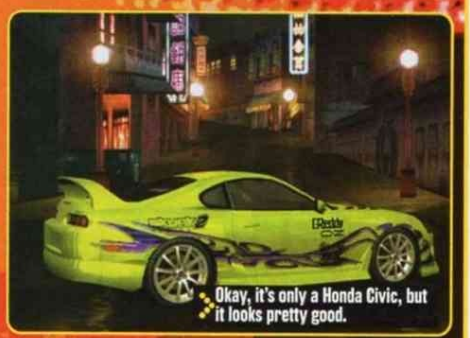
Every car drifts
PS2: L1, ↑, ↑, ↑, ↓, ↓, ↓, L1.
Cube: R, Up, Up, Up, Down, Down, Down, L.
Xbox: R, Up, Up, Up, Down, Down, Down, L

Unlock every circuit track
PS2: ↓, L1, L1, L1, R3, R2, R3, ○.
Cube: Down, R, R, R, X, X, X, Z
Xbox: Down, R, R, R, Black, Black, Black

Unlock every drag track
PS2: →, ○, ←, L1, ○, L1, R2, R3.
Cube: No cheat code for Cube. Soz.
Xbox: Right, X, Left, R, X, L, White, Black.

Unlock every drift track
PS2: ←, ←, ←, ←, →, R↓, R↙, L↓.
Xbox: Right, Right, Right, Right, Left, Black, R, White.

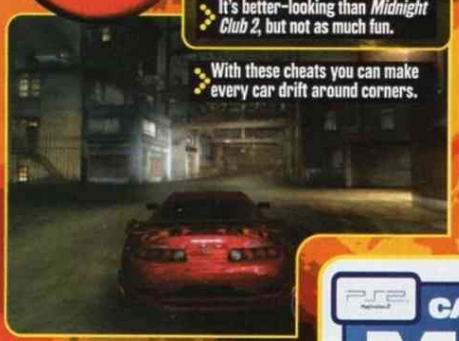
Unlock every sprint track
PS2: R2, R2, R3, R2, L1, ↓, ↓, ↓.
Cube: Up, X, X, X, R, Down, Down, Down.
Xbox: Up, Black, Black, Black, R, Down, Down, Down.



Okay, it's only a Honda Civic, but it looks pretty good.

WHAT A DRAG!

It's better-looking than *Midnight Club 2*, but not as much fun.



With these cheats you can make every car drift around corners.

PS2 XBOX

TAKE OUT THE TERMINATRIX!

TERMINATOR 3: RISE OF THE MACHINES

As if Arnie isn't tough enough already, we've uncovered cheats that make him invincible and give him infinite ammo. Just go to the code entry screen and bash in these codes:

Invincibility
PS2: ○, ○, ✕, △, ✕, ◎, ✕, ◎.Xbox: X, X, A, Y, A, B, A, B.

Infinite Ammunition
PS2: ✕, △, △, △, ✕, ◎, ✕, ○.
Xbox: A, Y, Y, Y, A, B, A, X.

Unlock future weapons
PS2: ✕, ✕, ✕, △, ◎, ◎, ○, ✕.
Xbox: A, A, A, Y, B, X, A

SHE'LL BE BACK!

Unlock past weapons
PS2: ◎, ◎, △, ○, ✕, △, △, ○.
Xb: B, B, Y, X, A, Y, Y, X

Quadruple Damage
PS2: △, △, △, △, ○, ✕, ◎, ○.
Xb: Y, Y, Y, Y, X, A, B, X

Mission complete
PS2: ○, ○, △, ◎, ◎, ✕, ○, △.
Xb: X, X, Y, B, B, A, X, Y

Fight TX Endo Skeleton in every battle
PS2: △, ○, △, ✕, △, △, △, △.
Xb: Y, X, Y, A, Y, Y, Y, Y.

50% more health for a scrap with TX
PS2: △, △, ○, ✕, ◎, △, ○, ◎.
Xb: Y, Y, X, A, B, Y, X, B

TX gets 50% more health in a fighting mission
PS2: ○, △, ○, △, ◎, ✕, ◎, ✕.
Xb: X, Y, X, Y, B, A, B, A

Classic Centipede game
Complete the game, head for the Atari Games menu and look for Centipede.

Classic Missile Command game
When you're playing level 13, walk into the vet's office on the far right side. Now if you press X when you get to the computer you can play Missile Command. Then complete the level to unlock the game under the Atari Games Menu.

PC CD

IT'S GOING TO BE A LOVELY WAR!

CALL OF DUTY

With these cheats the war really will be over by Christmas. First pay attention to these orders. Create a shortcut to your Call of Duty executable and type in this at the end of the command line: +set thereisacow 1337 +set developer 1 +set sv_cheats 1 +set monkeytoy 0 . That gibberish will enable you to unlock the cheats. Just press that there tilde key (~) and get typing.

Invincibility	god
All weapons, ammo and items	give all
Enemies ignore you	notarget
Walk through walls	noclip

WIN WW2!

This is our favourite PC shooter of the year.

Call of Duty will be coming to PS2 and Xbox in October 2004.

PS2

CASH RULES EVERYTHING AROUND ME

MANHUNT

You're going to have to be a *Manhunt* master to get these cheats going. You need to complete two specific levels with a five-star ranking on Hardcore mode. Then you'll unlock a code which can be entered at the main menu.

VIOLENCE IS GOLDEN

Regenerate
Complete Fuelled By Hate and Grounds For Assault and hit R2, →, ○, R2, L2, ↓, ○, ←

Fully equipped
Complete Drunk Driving and Graveyard Shift and hit L1, R3, L1, L2, ↓, ↑, ←, ↑

Super punch
Complete Mouth of Madness and Doing Time and hit L1, △, △, △, ○, ○, ○, R1

Runner
Complete Born Again and Doorway Into Hell and hit R3, R2, L1, R2, ←, →, ←, →

Silence
Complete Road to Ruin and White Trash and hit R1, L1, R1, L1, →, ←, ←, ←

Helium hunters
Complete Strapped For Cash and Doing Time and whack in the code: R1, R1, △, ○, ○, R2, L1, ↓

Monkey skin
Complete Press Coverage and Wrong Side of the Tracks and enter this code: ○, ○, R3, ↓, △, ○, ○, ↓

Piggy skin
Complete Key Personnel and Deliverance and bash in this code ↑, ↓, ←, ←, R1, R3, L1, L1

Rabbit skin
Complete Kill the Rabbit and Divided They Fall and enter ←, R1, R1, △, R1, R1, ○, L1

PC CD

IT'S GETTING HOTH IN HERE!

KNIGHTS OF THE OLD REPUBLIC

Those PCs are the machines of choice for cheating gits like us. There are no cheats for *KOTOR* on Xbox, but as soon as it hits PC, sure enough loads of codes turn up. As usual you'll have to edit your file, so make sure you create a back up first. Then use a text editor to edit the swkotor.ini file in the game folder. Go to Game Options and type EnableCheats=1. Then open your console window with the Tilde key (~) and whack in the codes.

Invincibility: invulnerability
Full map: revealmap
Extra Credits: givecredits [number]
Set Computer skill: setcomputeruse [number]
Set Demolitions skill: setdemolitions [number]
Set Stealth skill: setstealth [number]
Set Awareness skill: setawareness [number]
Set Persuade skill: setpursuade [number]
Set Repair skill: setrepair [number]
Set Security skill: setsecurity [number]
Set Strenght skill: setstrength [number]
Set Dexterity skill: setdexterity [number]
Set Constitution skill: setconstitution [number]
Set Intelligence skill: setintelligence [number]
Set Wisdom skill: setwisdom [number]
Set Charisma skill: setcharisma [number]
Set Awareness skill: setawareness [number]
Add indicated number of levels: addlevel [number]
Add indicated number of experience points: addexp [number]
Add the indicated number of Light Side points: addlightside [number]
Add the indicated number of Dark Side points: adddarkside [number]
Spawn indicated item: giveitem [item name]
Spawn medpacks: givemed
Spawn repair packs: giverepair
Spawn computer spikes: givecomspikes
Spawn Sith Armor: give sith armor [number]
Heal: heal

The PC version is just as good as the Xbox original.

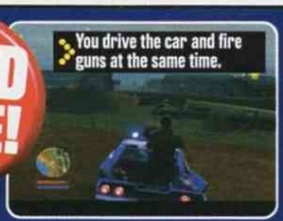
With these cheats you can create the ultimate Jedi. Feel the force.

SO SPAWNY

Add dark side points and become more evil than Darth Vader.

PS2 XBOX

ROAD CODE!


You drive the car and fire guns at the same time.

KING OF THE KILL

ROADKILL

Only one cheat code for Midway's *GTA*-style car battler. It's a good 'un though. Gun crime will definitely increase once you've whacked this cheat in.

All Guns
Xbox:
Y, A, A, Y, X, B, B, X, A, X, B, Y.

PS2:
△, ✕, ✕, △, □, ○, ○, □, ✕, □, ○, △.

Now you've got every gun, go on the rampage.

Like in *GTA* you can run over innocent pedestrians.

GAMECUBE

WHAT A PEACH

There are 70 mini games to play in the fifth *Party*.

As usual *Mario Party* is a right lauugh in multi-player mode.

GET THE PARTY STARTED!

MARIO PARTY 5

Nintendo don't like cheating much (miserable gits. No, we don't mean it. Come back...), but we've been partying all night long to reveal these secrets.

Hard Mode
Complete the game on Normal mode in Battle, Flag, or Robo Rabbit Hunt to unlock harder versions of each game.

Intense mode
Complete the Story Mode on the Hard setting.

Bowser's Nightmare
Complete Story mode to unlock Bowser's Nightmare.

Frightmare
Complete Bowser's Nightmare.

Skoler parts
Complete Battle, Flag, and Robo Rabbit Hunt on every difficulty settings to unlock Skoler and his parts. They're in the shop in Super Duel mode.

DK parts
Beat Donkey Kong in the Super duel battle mode (hard setting).

This is much better than the rather boring *Mario Party 4*.

PS2 XBOX PC CD

Slightly better than flying a knackered old Spitfire.

REACH FOR THE SKYWALKER

SECRET WEAPONS OVER NORMANDY

Tally bally ho! Or rather (puts on best Darth voice) Hmmmm Paaah. This has to be one of the best secrets ever. It's almost worth buying the game for alone.

X-WINGIN IT!

Unlock X Wing and T.I.E Fighter
Complete all 21 missions and every challenge

Bet the Bosch would love to get hold of this secret weapon.

PS2 XBOX GAMECUBE

WHEN IN ROME... CHEAT!

GLADIUS

Get your whole gladatorial team tooled up with these cheats. They work on all formats, but if you're entering them on PS2 press L1 and R1 instead of L and R.

Equip any items to anyone
Hold L and press Right, Down, Left, Up, Left, Left, Left, Left. Then let go of L, press and hold R and hit Up, Up, Up.

Loads of money
When searching the beach for items in the morning, don't move your control stick and press A. If you don't find anything, move and press A again.Then sell your items at the shop.

GLAD FOR IT!

This is far better than *Gladiator*.

TIPSTER

Robin Alway

THE GUIDE

ST GAMES BUSTED! ♦ TOP TIPPAGE! ♦ THE LATEST GAMES BUSTED! ♦ TOP TIPPAGE! ♦ THE LATEST GAMES BUSTED! ♦ T

MEDAL OF HONOR™ RISING SUN

Deal out serious gunishment as we give you all you need to make *Medal of Honor: Rising Sun* Japaneasy!

DAY OF INFAMY

◄Grab the Fire Extinguisher from the wall and press ⓒ to foam those flames.

EXTINGUISH THE FIRES

Just when you thought it couldn't get any worse a giant explosion sets the area in front of you on fire. At the first fire there is a Fire Extinguisher on the wall on the left-hand side. Press ⓒ to put the fire out. Now face the flames in the corridor and move down it, putting out the fires. The cook in the kitchen will grab the extinguisher from you and put out the blaze in the kitchen. Now run into the eating area and go through the door on the right-hand side. Head left and go up the stairs to the left. Up on deck, forget about using the

You'll be wishing you stayed down below when you see what's happening on deck.

BAR you are given – run up the stairs to your left and man the gun turret. Shoot as many planes and torpedoes as you can.

◄Forget the BAR and man the AA gun. Blast every plane you can get a bead on.

The cook doesn't trust your aim – give him the Extinguisher and hang back.

These are the two types of enemy plane – the Zero and the Kike.

PEARL HARBOR

▲ There she blows! Can you save the Nevada from a similar fate?

▲ The Japanese planes are pretty weak – one hit and they start flaming.

DEFEND BATTLESHIP ROW

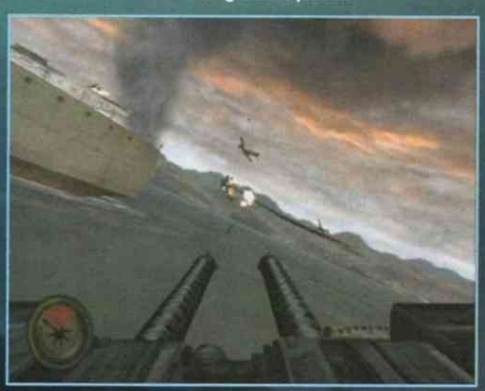
The action is too thick and fast to tell you the exact location of every plane – the sky is simply teeming with them. Just blast away and take down as many aircraft as you can – bullets take time to reach their target, so aim slightly ahead of the moving planes.

▲ When Zeros get up close and personal, give 'em both barrels.

ESCORT USS NEVADA

It's much the same again except that this time there are lots of dive bombers to deal with. If you let too many of them get through, the Nevada will sink and you'll fail the mission. Blast as many enemy planes as you can – they are sitting ducks. We found the most successful method is to catch them before they dive, when they are still flying in formation. This way you can take out four in a split-second.

▲ It's a turkey shoot – tag as many of those lumbering Kikes as you can.



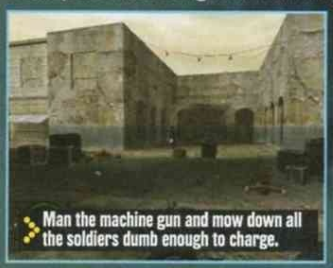
► Constantly scan around for gaggles of planes, and also look up high for Kikes.

FALL OF THE PHILIPPINES

DISABLE RADIO COMMAND POST

After the tank rolls to a standstill at the pile of rubble, you are given this new objective. Go back on yourself and shoot the soldiers who come out of the small buildings. Go back to the school-house and kill the Japanese on the veranda. A plane swoops in and blows open the previously locked door. A tank attacks, so quickly run through the doorway. Pick up the Field Surgeon Pack and go behind the stairs to save your progress in the game.

Now go up the stairs and cross the wooden beam in front of you. Bear left and shoot the sniper on the opposite rooftop. Turn around and walk up to the wooden plank leading downwards. Shoot the soldiers manning the machine gun and then man it yourself. Shoot all the Japanese who attack.



Man the machine gun and mow down all the soldiers dumb enough to charge.

ABOVE AND BEYOND

Now go down the road to the right and kill the enemy who appears from behind the open shutters. Go left around the corner, grab all the pick-ups and shoot the two soldiers taking cover behind the crates and the two up on the balconies.

◄ Make your way up to the Radio Command Post and shoot the operator.

Turn left by the crates and drop down into the sewer entrance. Follow the only path open to you through the sewers until you emerge on the baseball field. Shoot the two soldiers directly in front of you, then hunt out the other two enemies hiding by the stack of crates. Head to the top of the stand on the right-hand side. Go up the steps to the gantry and shoot the radio operator there to complete the mission successfully.

► Exit the baseball field through this entrance into the sewers. Take care of the enemies first.

Use the machine gun to clear out the baseball field of Japanese.

MIDNIGHT RAID ON GUADALCANAL

Swing the AA gun around to the right and destroy the stacks of Ammo.

Watch where your rounds hit to help your aiming, because the AA gun is off-centre.

The tank you saw earlier attacks – a barrage of shells sends it up in smoke.

◄ This is the biggest assault you'll face. Don't panic. Fire bursts from left to right.

SECURE DEPOT

Use the might of the AA gun to waste all of the Japanese who charge your position. The tank you saw earlier will make a last-ditch attack, but a few rounds from the AA gun will stop it in its tracks. To finish the level you must also secure the airfield even though this is not listed as an objective. Dismount the AA Gun and go through the open gate on your left-hand side. There is a save point on your right. After saving your game, drop into the trench and man the machine gun. The airfield garrison will launch a massive assault on your position. Cut them all down to finish the level.

PISTOL PETE

LOCATE LOST ALLIED PATROL

From your starting point go into the first clearing and neutralise the enemies on the left-hand side. Grab any Medicinal Canteens that you need and then follow the path around to the right. Shoot the soldier hiding behind the rock and keep on going. There's a Japanese soldier lurking to the left and a Medical Kit next to a tree. Charge up the mound and drop the three soldiers at the top. There's another Medical Kit behind a rock on the right-hand side if you need it. Follow the u-turn in the path and go beneath the overhanging log. The path kinks to the right but beware – there is a machine gun position just around this corner. Pop out and throw a couple of grenades to neutralise it.

PRICE OF FREEDOM

Man the position and mow down the Japanese who are harrying your allies. When the coast is clear walk up to the friendlies to rendezvous with Clemens. After the chit-chat go through the entrance he opens for you and use the save point. Now follow your guide up the slope to a position overlooking the camp where the allied patrol is being held captive. Snipe as many guards as you can with your rifle and then storm the place using your pistol to take out any survivors. When the area is clear walk up to the prisoners and press ⊗ to 'free' them.

Stop Banzai psychos in their tracks with a bullet to the grinner.

▲ The lost patrol is in a spot of bother – reload your weapon before wading in.

▲ Harrison is a demolitions expert who will help you deal with those guns.

► Clear the surrounding area of a particularly kamikaze squad of enemies.

Being stabbed repeatedly with a bayonet has no effect at all on Harrison.

SINGAPORE SLING

GRAB THE SLIDE REEL AND ESCAPE FROM THE HOTEL

Your cover is blown when Kandler turns up in his underwear. It looks like you're going to die, when Bromley turns up in the nick of time and tosses you a Sten Gun. Immediately gun down everyone in the room and then walk up to the projector to get the Slide Reel. Go through the open door and riddle the Japanese soldiers with bullets. Take out the enemies on the hotel landing. Head left, grab the pick-ups and keep on going.

The uniform you stole earlier allows you to fit right in... for now.

DOOR TO DEATH

Take out the two Japanese grunts and their officer before going down the stairs. Clear the lobby of Japanese and German officers before heading into the back of the hotel complex. Take the first door on the right and then open the next door to gain access to the kitchen. Shoot the knife-wielding chef and the two soldiers before going into the room on the right for a save point.

◀ Your Sten Gun will take care of the officers on the stairs and in the lobby.

Go back into the kitchen and through the other door. Go up the stairs and help Bromley waste all the soldiers in the corridor. Go down the corridor and kill the Japanese and German in the first open room on the left. Now peer through the doorway on the right and repeat the process. Go through this room and out onto the balcony. The action switches to a cut-scene as you make your escape.

Keep an eye on either side of the corridor for soldiers coming out of the rooms.

Your escape route is just beyond that door. Take care of the cannon fodder first!

Jump off the balcony onto... wait for it... a double-decker bus!

IN SEARCH OF YAMASHITA'S GOLD

◀ The Shotgun is great for a spot of improvised Japanese folk dancing.

Dastardly Yamashita has been stripping the temple of all its gold.

EXIT TEMPLE BEFORE FOURTH GUN EXPLODES

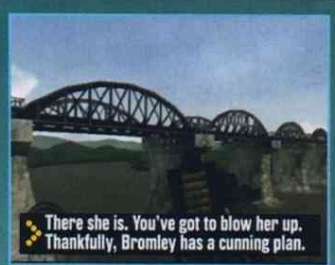
Once you've rescued the pilot and saved your game, exit the detention area. Shoot all the Japanese who have been alerted to your presence and come running. Once you have exited the detention centre head to the right of the stairs and go through the open doorway. Mow down the Japanese in the corridor and go around it. In the next room an explosion sends the giant Buddha statue crashing to the ground. Move around to the left of it and use your Shotgun to kill all the soldiers there.

LONG-RANGE CARNAGE

Go through the archway and gun down the soldier who runs at you. Use Grenades to flush out the soldiers at the end of the corridor and then go round the corner. Shoot all the soldiers in front of you and then use the Bazooka to deal with those in the distance. Carry on through the next archway and eliminate the four Japanese guarding the double machine guns. Man one of the guns and shoot everything that moves. When the truck on the left makes a dash for it gun it to a standstill and the action jumps to a cut-scene.

◀ Wait for groups of enemies to get close to the barrels and then BOOM!

Shoot the truck and it will waste any soldier within a 20-metre radius.


There she is. You've got to blow her up. Thankfully, Bromley has a cunning plan.

Those metal girders derail Yamashita's train with spectacular effect.

A BRIDGE ON THE RIVER KWAI

OPEN FUEL TANKS

After the crane cutscene head back down to the railway. The first carriage doors open and a squad of Japanese come swarming out. Take them out with your Shotgun. When the area's clear head through to where they came from. Go right and shoot the two enemies. Move down the right-hand side of the next carriage and snipe the soldier high up to the left. That black tanker is your first fuel tank. Walk up to it and press ⊗ to open it. There's a Medical Kit to the left of the tank if you need it.

RIDING FOR A HIDING

Grab the pick-ups in the next carriage and go around to the left of the next carriage and be prepared for the two Japanese who charge at you. Squeeze left past the next carriage and shoot the soldier up on the roof. Go right, squeezing in between the carriages. Open the next fuel tank before going up the metal girder and gunning down the enemy to the right. Now drop down and go through the next carriage. Shoot the two soldiers up ahead and then open the next fuel tank after shooting the soldier to the right.

NOT TOO POSH TO DIE

An officer dressed in white charges out of the luxury carriage. Shoot him before he can slash you. Now go into this carriage to meet Bromley.

◀ The Shotgun is the best weapon for clearing the carriages of survivors.

▼ You open the fuel tank by turning that red valve in the centre.

Go into the carriage after the last fuel tank to meet your mate Bromley.

SUPERCARRIER SABOTAGE

SINK CARRIER

After Tanaka frees you, to his own detriment, grab the LMG and shoot the machine gunners who come running into the room. Now follow Bromley to the left and save your game. Head back the way you came and grab the Sten Gun from the table. Go up the stairs here into the first hangar. Simply waste everything in here and, if you run low on health, head back for one of the Field Surgeon Packs by the save point. Every time you do this, save your game as well.

GOODBYE SAILOR

When the hangar is clear head through the small door in the far left-hand corner. Turn left and shoot the sailor at the bottom of the stairs before heading up and taking care of the sailor there. Press ◎ to crouch and creep forwards towards the stairs leading down. Machine gun the soldier at the foot of the stairs above and in front of you. Now move forwards cautiously and target those in the area below you. They keep on coming so keep taking cover and smash open the crates for health.

Your LMG is the perfect weapon for taking out the planes in the hangars.

Your rapid-firing Sten Gun deals with these deck officers perfectly.

When the area is cleared head down the stairs and keep on going past the first door on the left. Take the next one you come to and, again, clear the hangar of all the planes and sailors. Then go through the door on the right-hand side and up the stairs. Kill the two officers in the control room and pull the red lever to open the hangar doors. Go back into the hangar and break open crates for health. Now make a beeline for the open doors and take care of the next batch of sailors and planes.

You will now see Yamashita escaping, with your brother held captive. Target the soldier in front of you and then the ones on either side. Destroy the planes and then take the stairs in the opposite corner. Go through the doorway and kill the sailor to the right. Take the stairs up and look to the left to kill the sailor. Creep to the left of the gun position and shoot the sailor in the back. Take cover by the gun emplacement, edge out to look down on the level below and machine-gun the two sailors there. Move up the next set of stairs and immediately gun down the three enemies. Use your melée attack to smash open the crates for health. As you approach the final crate two sailors will charge at you – stop them in their tracks. Go through the doorway and up the stairs. Kill the sailor walking towards you before bearing left and shooting the machine gunner. Edge around the corner to the right and shoot the sailor waiting for you. Move into the next section of corridor. In the room on the right are two sailors asking for gunishment before you take their supplies.

It's the ending sequence so shoot down as many planes as you can to go out gloriously.

HIDE AND SEEK

Go through the door at the end of the corridor and up the stairs. In the passage to your right are two machine gunners. Move slowly to bring one of them into view and immediately gun him down before taking out the second one. Through the door on the left is a save point. Now shoot the enemy on the right and then take the left fork in the passageway. Carry on around the corner to the right and shoot the two sailors in the back. Edge up the stairs and shoot the nearest soldier in the back before dealing with the other one. The next bit is a hectic gun battle – simply head straight ahead and take out everyone on the lower bridge. Take the doorway and head round to the right.

SINKING FEELING

Enter the upper deck and kill the officers here. Now go through the other door and head to the rear of the deck. Neutralise the two sailors and smash open the crates for Field Surgeon Packs. Head down the two sets of stairs and turn around to meet Bromley. Walk up to the plane and press ⊗ to take control of the rear machine gun. To complete the game simply gun down as many planes as you can before the charge explodes and sinks the carrier.

Clear out the corridors making sure to waste the machine gunners first.

▼It's an impressive view. Don't hang around taking it in. Get down there and meet Bromley.

TOP SECRETS

Make sure you don't miss out on these bonus items...

GOLDEN BUDDHA

We missed this first time around. Not sure how it fits in that tiny box!

CLASSIFIED INFORMATION

This is one of the most impressive spoils of war, but the easiest to miss. After exiting the Philippines baseball ground through the sewers, check out the box on the right just before the hole in the wall for this shiny object of desire that will unlock secrets for you.

DESTROY THE GENERATOR

After you've cleared the clearing approach the generator building.

TOP SECRET

Towards the end of the Midnight Raid On Guadalcanal there is a hidden bonus objective in a clearing near the Ammunition Depot.

CAPTURE THE HOWITZER

READ AND DESTROY

After you have freed Harrison in the Pistol Pete mission, run through the hole in the fence and up to the right. You will now be at the bottom of a grassy knoll. At the top is a heavy metal bonus objective...

DESTROY THE DOCK

Just shoot the barrels!

LATEST INTELLIGENCE

When you take the right hand fork in the path after the barricade there is a bridge. Rather than rush across it look to your right and you'll see a riverside dock...

BONUS FOOTAGE

You could quite easily head right past this building so always check out every possibility.

NEWSREEL FOOTAGE

Each level contains two hidden Film Canisters. These unlock level-specific movies and storyboards at the Special Features Menu. They are normally hidden in out-of-the-way places such as behind boxes or in long grass. Here is the first canister for the Philippines mission. Just after the tank rolls through the barricade there is a damaged building on the right. It is on the first floor here.

Who left a movie there, we don't know. Don't argue, just pick it up!

MASTER CLASS

Fly the Millennium Falcon, get a Heavy Machine Gun, then wrestle like Fred Durst. Why? Because you told us to. But would we jump off a cliff if you told us to? Yes.

YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS • YOUR TOP TIPS

TIP OF THE MONTH

You're a JOYTECH™ Top Tipster!

WWE SMACKDOWN! HERE COMES THE PAIN

Unlockable Move Sets
You need to buy these move sets in the shop. Each one costs $2,500, but seeing as you won't know who is in each set until you buy them, here is a handy list that lets you know exactly what you're getting. Also, WWE doesn't have the rights to each wrestler's name. That's why, in the game, William Regal's move set will be WWR. The stuff in brackets refers to what you'll see on screen.

USA Set 1
William Regal (WWR), Al Snow (WAS), Spike Dudley (WSD), Bradshaw (WBR), Farrooq (WFA), Billy Gunn (WBG), Chuck Palumbo (WCP), Billy Kidman (WBK), Scotty 2 Hotty (WS2H), Tazz (WTA)

USA Set 2
Hardcore Holly (WHH), Jamie Noble (WJN), Rosie (WRJ), Tommy Dreamer (WTD), Bill DeMott (WBD), Funaki (WFU), Shane McMahon (WSM), Dean Malenko (AJMA), Essa Rios (OER), Road Dogg (ORD).

USA Set 3
Crash Holly (WCR), Jeff Hardy (OJH), Raven (ORA), X-Pac/Sean Waltman/Syxx-Pac (OXP), Diamon Dallas Page (ODD), D'Lo Brown (ODL), Justin Credible (OJC), The Godfather (OGF), Steve Blackman (OSB). Essa Rios (OER), Razor Ramon/Scott Hall (CRR).

USA Set 4
Perry Saturn (NJPS), Mike Awesome (AJMA), Mr Perfect Curt Hennig (OMP), Mick Foley (OMF), Bob Backlund (ZBB), Terry Funk (DLTF), Sting (CST), Jeff Jarret (CJJ), Hulk Hogan (OHH), The Ultimate Warrior (OUW)

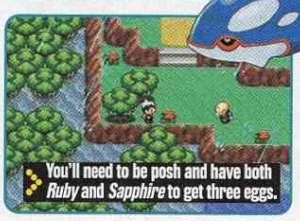
Japan Set 1
Ken Shamrock (LKS), Kensuke Sasake (WJKS), Masahiro Chono (NJMC), Hiroyoshi Tenzan (NJHT), Manabu Nakanishi (NJMN), Yugi Nagata (NJYN), Jushin "Thunder" Lyger (NJJL), Genichiro Tenryu (FRGT), Vader (WJVD), Antonio Inoki (PAI), Naoya Ogawa (ZONO), Shinya Hashimoto (ZOSH)

Japan Set 5
TAKA Michinouku (KTM), Keiji Mutoh (AJKM, Moves Set 45), Kendo Ka-Shin (AJKK), Toshiaki Kawada (AJTK), Mitsuhara Misawa (NOMM), Kendo Ka-Shin (NOKK), Mitsuharu Misawa (NOMM), Kenta Kobashi (NOKK), Jun Akiyama (NOJA), The Great Sasuki (MGS), Atsushi Onita (JAO)

Etc. Set
Ivory (WIV), Fred Durst (MS), Misc. Shoot 1 Attacker (PAT), Misc. Shoot 2 Grappler (PGP), Misc. Joshi 1 (JIDA), Misc. Joshi 2 (JIDB), Misc. Lucha (MEX).

POKÉMON RUBY & SAPPHIRE

All 3 Starter Pokémon
For this you need *Pokémon Ruby* and *Pokémon Sapphire*. Start outside of the bag where you get your first starter and save. Now select a starter, but if it happens to be male, reset your game by holding Start and pressing Select, A, B. Then, when you get a female, trade it and breed it. Repeat this until you have three lucky starter Pokémon eggs.



Regi Pokémon
Here are some tips on how to get the three Regis: Regirock, Registeel and Regirice. First you need a Waillord and Relicanth and a Pokémon that can do the Dig Fly move. You need to use this move to get to Pacelodge (the place with the logs).

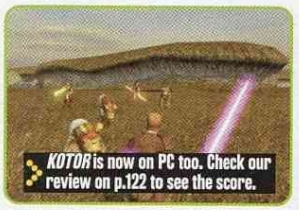
Go left in the running water, stick to the bottom left and you should reach a place where you need to dive. Dive and continue down and you'll find Braille reading "Go up here". Now use Dive and you should be in a temple. Continue up, ignore the braille and you should reach a big rock with more braille. It reads "Relicanth first and Waillord last". Now place Relicanth in first place in your party and put Waillord in 6th. Press A on the braille and an Earthquake should appear. Go in and walk to the top, use Dig and you'll hear "a far away door sounded like it opened".

Now leave and find the temples. Registeel is in the temple with the tall grass, Regirock is in the temple at the desert and Regirice is is the water near the abandoned ship. To catch them you need 50 Ultra Balls and 10 Premier Balls. Use Treeko's false swipe until his health is at 1 and then use the balls.

Daniel Owen, Braintree

KNIGHTS OF THE OLD REPUBLIC

Duplicating Items
Once you are on Mannan, go to the submersible in the Republic Base and go down to the sea floor. Once there find one of the airlocks that lead to the outside. Before you go through, do this:
1. Equip the items that you want copied on to two main characters. Save your game.
2. Now unequip all of their equipment.
3. Go through the airlock and come back inside.
4. Check your character's equipment and they'll be fully equipped, with the stuff you took off them now in your inventory. You can do this as many times as you like.



Get two Zallbars in your party
You must have escaped from The Leviathan to do this trick. Also you should try it on a separate saved file, as once you've got the Zallbars you won't be able to use the T3:M4. Anyway, first travel to any planet from Mannan, then go back and kill all the fighters. Now after the landing sequence you should be in the centre of the Ebon Hawk and Zallbar will be in your party. Now go to the map screen and head to the party selection screen. A new Zallbar will be there in place of T3:M4. Finally go back to the map screen and choose "Warp to Ebon Hawk". You should now be outside in Mannan with two Zallbars.

The Galaxy Droid
Save your game and make sure you have a free game file before you do this. Now start doing what you did to get the

two Zallbars, but stop when you get to Ebon Hawk. Now go to the Bridge and there should be a droid in there.

Jack Ayres, Newton Abbott

BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS

Beat Anyanka Easily

On Mission 7: High School, make sure you have at least one hellfire vial in your inventory. Once you've placed Bunnies on all five pentagrams, equip the hellfire vial. When Anyaka comes running at you throw it at her. If it hits, she'll die immediately.

Save Ammo

When using the hellfire or water-soakers, tap the fire button instead of holding it. Then, when the vampire runs at you, tap it again. Doing this will kill a vampire easily and save you a lot of ammo.

Mitchell Sutton, Birmingham.

FREEDOM FIGHTERS

Heavy Gun

To get the heavy machine gun, go the rebel base. Then, when it saves, press pause and end the game. Now load it up again and head left until you find a 'press △' symbol. The gun will be near the door on the second and third bases.

Jonathan Bush, Gainsborough.

RATCHET AND CLANK

Unlimited Bolts

Go to the hoverboard race held in Blackwater City on planet Rilgar. After the first bend, the race will split into two halves. Take the one on the right, which leads down to the bottom. After a while you will see a pile of eight crates. Head into the crates to collect the bolts and then hold the analogue stick in a down-right position to fly into the water. You will reappear just before the crates and you can get the bolts again. Repeat this trick as many times as you like to get loads of bolts. Now you can tool up with loads of shiny new weapons.

Adam Ravenscroft, Devon

LEGEND OF ZELDA: THE WIND WAKER

Defeating The Ganon's Puppet and Ganondorf

The Ganon's Puppet and Ganondorf are pretty hard to beat, but I have found out how to take almost no damage with the puppets and how to beat Ganondorf.

Ganon's Puppet:

For all three modes, the best thing to do is to stand on the Cauldron at the side of the arena. Nine times out of ten, they won't hit you.

Ganondorf

Make sure all your bottles have fairies in them. Zelda will take your Light Arrows, and fire at Ganondorf. When it hits, walk up to him and slash him down. After a while he bitchslaps Zelda, so you have to lock on and parry him. Zelda wakes up, but keeps missing and you can't hit him, so wait and after a while Zelda will figure out what to do. Now L-target Ganondorf, and raise your sword when Zelda is about to fire. When it hits, take out your sword, block, and slam your sword in his head.

STAR WARS: REBEL STRIKE

Secret Stuff

Naboo Starfighter: Complete the Tatooine training on all four times of day.

Slave 1: Get a bronze ranking on all standard missions.

Millennium Falcon: Get a bronze ranking on all missions.

Jedi Fighter: Get a silver ranking on all missions.

Tie Hunter: Get a gold ranking on all missions.

Empire Strikes Back Arcade: Complete every standard single-player mission.

Audio Commentary: Get a bronze ranking on all standard missions.

Ace Mode: Complete the Tatooine Training on all four times of day, and get gold rankings on all single-player missions.

Andrew Newby, Tanzania

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SEND YA CHEATS AND WIN TOP GEAR!

Are you like the bloke who invented the secret recipe for Worcestershire sauce or are you one of those people who wants to show off and share their secrets with the world? Hopefully you're the latter. You won't win any peripherals for making a bottle of Lea & Perrins. But you will if you've found some great hidden stuff in a game. So if you've discovered some secrets in *Manhunt*, *FIFA* or anything else, share them with the nation and you could win some new gaming gear. Send your tippage to:

Masterclass, GamesMaster,
30 Monmouth Street, Bath, BA1 2BW.
Or email:
gamesmastertips@futurenet.co.uk.
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Masterclass then your tip to 83019.*

CONSOLETATION ZONE

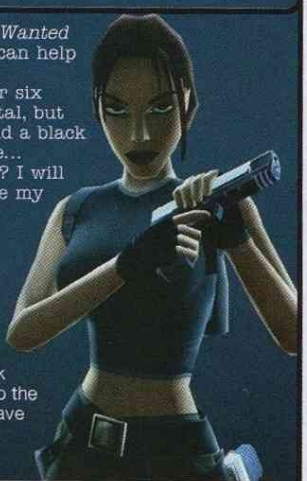
Stuck on Angel of Darkness, or struggling to evolve the rarest Pokémon? Write to us and you're exactly 66 times more likely to succeed...

NEW! YOU CAN NOW TEXT PROBLEMS TO 83019!

RACKT...US! ♦ CRACKING YOUR CODE CHAOS! ♦ CRACKING YOUR CODE CHAOS! ♦ CRACKING YOUR CODE CHA...

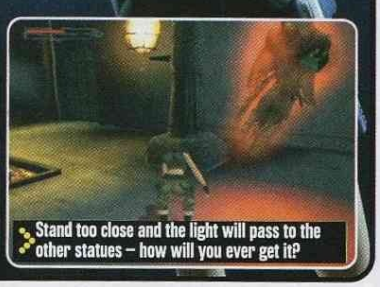
LARA CROFT TOMB RAIDER: THE ANGEL OF DARKNESS

Thanks for the cheats you had in your *Most Wanted Tips*, but there's one more thing I think you can help me with. It's about *Tomb Raider* on the PS2.
I'm stuck in the place where there are five or six statues. One of them is holding the blue crystal, but when I get near to it, it goes to the others and a black ghost with a strange red light is following me...
My question is: How do I get the blue crystal? I will be grateful if you help me with that – you are my only hope!
Maha Darc, Bahrain



Okay, Maha. When one of the statues emits a blue light, stand in its vicinity, but not too close or the light will transfer to one of the other statues. Equip the shotgun and shoot the spirit as it rushes towards you. Side-step out of the way before it reaches you and when it stops moving, quickly walk to the statue (which has to still be glowing) and grab the First Obscura painting that it's holding. Once you have the painting, head back through the chamber entrance.

There's the blue light – but darn it, it's being guarded by an unfriendly spirit.


Stand too close and the light will pass to the other statues – how will you ever get it?

BUFFY THE VAMPIRE SLAYER

Help!
I am stuck on *Buffy the Vampire Slayer* for Xbox, on the boss in the Sunnydale High School quad. I can't find a way to beat it – just how do you kill it? I manage to get to the beating heart, but can't finish it off!
Chris Wainwright

Do you mean the shape-shifting tiger vampire? If so, he's a tough little kitty. As you've found out, it's not too tough to wear down his health – he's particularly vulnerable to fire, so hellfire bolts do the trick better than anything else. Once his health is down, it's just a matter of staking him through the heart, but this is tricky because he's hard to knock down and blocks your attacks. If you hit him while he's glowing, you can stun him, then stake him.

Buffy gets into practice. One mis-stake and she's history.

ADVANCE WARS 2: BLACK HOLE RISING

Dear GM,
Could I please get a level guide for the Show Stopper level in *Advance Wars 2*?
Fraser Murray, via email

Short and to the point – that's what we like. And yes, you can have a level guide. At the start of the level, build APCs and infantries and set out to capture the other two bases, along with the rest of the nearby cities. On the third day, build an anti-air and always have two with you that have around 9-10 HP. Focus your building mainly on tanks, in order to take out the long distance units and recons, and when you've finally finished with the first wave of units, focus your attention on the cannons and tanks. There are three dangerous rockets to take out – the first is on the east of the two cities, to the south-east of the big cannon. The second is in the east of the east city of the two, to the north-east of the cannon. The final one is in one of the forests to the west of the cannon. Hope all this helps!

▲ The 'copters will make quick work of you if you don't build an anti-air.

▲ Before things get too nasty, make sure you take out the three dangerous rockets.

POKÉMON SILVER & GOLD

You've found your Pokémon, now it's time to evolve them into something more interesting.

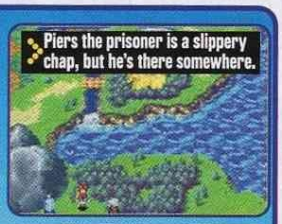
Dear GamesMaster,
I am writing to ask for your help on *Pokémon Silver/Gold*. Please could you tell me how to get a Hitmontop? I've heard that it evolves from Tyrogue, but when I tried evolving it into Hitmontop it started to evolve into a Hitmonlee instead, so does that mean it actually evolves from something else? Please could you end my frustration and tell me exactly how to get one? Thank you.
Adam Jones, Essex

You've heard correctly that the Hitmontop evolves from the Tyrogue, but the conditions need to be exactly right before that can happen. Basically, at level 20 the Tyrogue evolves to Hitmonlee if its attack is higher than its defence. On the other hand, it will evolve into Hitmonchan if its defence is higher than its attack. It will only evolve into Hitmontop if its attack and defence are the same. Quite simple – but not necessarily easy to achieve! There you go – get practising, and hopefully that will end your frustrations once and for all.

GOLDEN SUN: THE LOST AGE

Dear GM,
I've just got *Golden Sun 2*, but I'm stuck on the bit when Piers gets out of jail. Where does he go and how do you get to him?
David Hogg, via e-mail

Right then. From the entance to the town, go left through some statues. Attach your rope to the post and climb it, then hop across the pillars and head north. Cross some more pillars and a rooftop to reach the other side of the villiage. Continue north to the area where Akafubu is performing his ceremony – here you'll meet up with Piers. Watch the ceremony and after Piers mentions he can't find a way to reach the statue, use 'move' on the pillar ahead. Piers is amazed that you are an Adept and decides to team up with you to get the Black Orb. Mission accomplished!


Piers the prisoner is a slippery chap, but he's there somewhere.

A few hops, skips and jumps over some pillars and rooftops...

...and you'll find him. Then you just need to show off.

Your new super critters will be even more effective.

Evolved Pokémon may have a tendency to be a little vain.

GET IN THE ZONE

Tom's doing to his joypad what he'd like to do to his hairdresser, which is probably healthy displacement activity and should be encouraged. But there's no need to do the same just because you're stuck on a game. If you've reached a dead end, contact us and we'll tell you how to solve your problem without resorting to senseless violence. So if you want to see your name in the mag and get some useful tips, e-mail us on **gamesmastertips@futurenet.co.uk**, send a text to 83019* or write to Consoletation Zone, GamesMaster, 30 Monmouth Street, Bath, BA1 2BW.
Oh, and if it's cheats you're after, write to Most Wanted.

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Darkened Skye
Dave Mirra Freestyle BMX 2
Dead to Rights
Deadly Alliance
Def Jam Vendetta
Defender
Desert Storm
Die Hard: Vendetta
Dinosaur Planet
Doshin the Giant
Eternal Darkness
Gladius*
Harry Potter & Ch.of Secrets
Judge Dredd:Dredd v Death
Leg. of Zelda: Wind Waker
Lord of the Rings: R.of King
Magical Mirror
Mario Golf: Toadstool Tour
Mario Kart: Double Dash
Mario Party 4
Mario Sunshine
Matrix, Enter the
Medal of Honor Frontline
Medal of Honor: R. Sun*
Mega Man Network Tran.
Metroid Prime
Minority Report
Mortal Kombat: Deadly All.
MTV's Celebrity Deathmatch
MX Superfly
Mystic Heroes
Need for Speed Undergr.*
Prince of Persia: S. of Time*
Rebel Strike, R. Squadron 3
Reckless: Yakuza Missions
Red Card Soccer 2003
Red Faction 2
Reign Of Fire
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil Zero
Return of the King
Rev. of the Flying Dutchman
Robotech: Battlecry
Rocky
Rogue Leader
Rune: Lost Kingdoms
Rune: Lost Kingdoms 2
Simpsons: Hit & Run
Simpsons: Road Rage
Skies of Arcadia Legends
Star Wars: Rebel Strike
Star Wars: Rogue Leader
Super Mario Sunshine
Super Smash Bros Melee
The Hobbit*
The L. of Zelda: WindWaker
The Simpsons: Hit & Run
Tiger Woods Golf 2003
Tony Hawk's Underground*
True Crime: Streets of LA
WWE Wrestlemania X8
XGRA*
XIII (Thirteen)*
X-Men 2: Wolverine's Rev.
Zelda: Ocarina of Time
Zelda: The Wind Waker
Plus Many More...

X-BOX

Agent Under Fire
Aggressive Inline
After Echo
Amped 2*
Amped Snowboarding
Backyard Wrestling
Beyond Good and Evil*
BMX XXX
Broken Sword: S. Dragon
Buffy 2: Chaos Bleeds
Buffy The Vampire Slayer
Burnout 2 Point of Impact
Championship Manager '02
Colin McRae Rally 4
Conflict: Desert Storm 2
Counter Strike*
Dead or Alive Volleyball
Die Hard: Vendetta
Dino Crisis 3
Disney's Extreme Skate Adv.
Dungeon & Dragons:Heroes
Dynasty Warriors 4
Enter the Matrix
Falcone: Into Maelstrom*
FIFA 2004
Grand Theft Auto 3
Halo
Hitman 2: Silent Assassin
Hulk
Hunter: Redeemer
James Bond: Agent Under F.
Jedi Knight 2: Jedi Outcast
Judge Dredd:Dredd v Death
Jurassic Park: Op. Genesis
LMA Manager 2003
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Mace Griffin: Baunty Hunter
Magic Gathering Battlegr.*
Max Payne
Max Payne 2*
Medal of Honor Frontline
Medal of Honor: R. Sun*
Midnight Club 2
Mortal Kombat: Deadly All.
Myst 3: Exile
Prince of Persia: S. of Time*
Project Gotham Racing
Project Gotham Racing 2*
Project Zero
Rainbow Six 3
Return of the King
Rising Sun, Medal of Honor*
Sega GT 2002
Simpsons: Hit & Run
Soldier of Fortune 2
Splinter Cell
SSX 3
Star Wars: Jedi Academy*
Star Wars: Knights Old Rep.
SWAT: Global Strike Team*
Terminator 3 R.of Machines*
Test Drive: Overdrive
The Hobbit*
The Return of the King
The Simpsons: Hit & Run
The Treason of Isengard*
Tiger Woods Golf 2004
Time Splitters 2
Tom Clancy's Rainbow Six 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground*
Transworld Snowboarding
True Crime: Streets of LA
Turok, Evolution
XIII (Thirteen)*
X-Men 2: Wolverine's Rev.
Yager
Plus Many More...

PLAYSTATION 2

A = 0 1
Ace Combat 4: Shat. Skies
Ace Combat: Distant Thund.
Age of Empires 2
Aliens vs Predator:Extinction
Angel of Darkness
Army Men RTS
B = 0 2
Baldur's Gate: Dark Alliance
Batman: Rise of Sin Tzu
BloodRayne
BMX XXX
Broken Sword: S. Dragon
Buffy 2: Chaos Bleeds
Burnout
Burnout 2 Point of Impact
C = 0 3
Club Football
Colin McRae Rally 4
Conflict Zone
Conflict: Desert Storm 2
Crash B'coot: Wr. of Cortex
Crash Nitro Kart*
D = 0 4
Dark Cloud 2
Dead to Rights
Def Jam Vendetta
Desert Storm 2
Devil May Cry 2
Die Hard: Vendetta
Disney's Extreme Skate Adv.
Dragon Ball Z: Budokai 2*
Dragonball Z: Budokai
Driver 3*
Dynasty Warriors 2
Dynasty Warriors 4
E = 0 5
Enter the Matrix
Escape from Monkey Island
Evil Dead: Fist. of Boomstick
F = 0 6
FIFA 2003
FIFA 2004
Final Fantasy 10
Finding Nemo
Fire Warrior
Freedom Fighters
G = 0 7
Getaway
Gran Turismo 3
Grand Theft Auto 3
Grand Theft Auto: V. City
Great Escape
H = 0 8
Harry Potter & Ch.of Secrets
Haven: Call of the King
Headhunter
Here Comes The Pain
Hitman 2: Silent Assassin
Hulk
I = 0 9
Indiana Jones: Emp.'s Tomb
J = 1 0
Jak & Daxter
Jak 2: Renegade
James Bond: Agent Under F.
Judge Dredd:Dredd v Death
Jurassic Park: Op. Genesis
K = 1 1
Kessen 2
Kingdom Hearts
L = 1 2
LMA Manager 2003
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
M = 1 3
Mace Griffin: Bounty Hunter
Manhunt*
Matrix, Enter the
Max Payne
Medal of Honor Frontline
Medal of Honor: R. Sun
Metal Gear Solid 2
Midnight Club
Midnight Club 2
N = 1 4
Naval Ops:Warship Gunner
Need for Speed Undergr.*
Nightfire
P = 1 6
Primal
Prince of Persia: S. of Time*
Pro Evolution Soccer 3
Project Eden
Project Zero
R = 1 8
Ratchet and Clank
Ratchet and Clank 2
Red Faction
Red Faction 2
Res. Evil: Code Veronica X
Return of the King
Return to Castle Wolfenstein
Robot Wars
Run Like Hell
S = 1 9
Scooby Doo: Night of 100 F.
Silent Hill 2
Silent Hill 3
Simpsons: Hit & Run
Sims
Smackdown! 4: S.Y.Mouth
Smackdown! 5: H.C.T.Pain
SOCOM: US Navy Seals
Soul Calibur 2
Spiderman The Movie
Splinter Cell
SSX 3
Star Trek: Elite Force
Stuntman
Summoner 2
Syberia
T = 2 0
Terminator: Dawn of Fate
The Fellowship of the Ring
The Getaway
The Great Escape
The Italian Job: L.A. Heist
The Return of the King
The Simpsons: Hit & Run
The Thing
Theme Park World
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TOCA Race Driver
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Tomb Raider: Angel of Dark.
Tony Hawk's Pro Skater 4
Tony Hawk's Undergr'nd
Top Gun: Combat Zones
True Crime: Streets of LA
V = 2 2
Vice City, Grand Theft Auto
W = 2 3
Way of the Samurai 2
Wolfenstein,Ret. to Castle
WWE Smackdown! 4 SYM
WWE Smackdown! 5 HCTP
X = 2 4
XIII (Thirteen)*
X-Men 2: Wolverine's R.
Y = 2 5
Yu-Gi-Oh! D.Monsters 2
Yu-Gi-Oh! D. of Roses
0-9 = 2 7
007 Agent Under Fire
Plus Many More...

GAMEBOY COLOR

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Plus Many More...

PS-ONE

Alone in the Dark 4
Beyblade
Blade
Broken Sword
Broken Sword 2
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Dracula The Last Sanctuary
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Driver 2
Gran Turismo
Gran Turismo 2
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LMA Manager 2002
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Planet of the Apes
Resident Evil 2
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Silent Hill
Soul Reaver
Spyro the Dragon
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Syphon Filter 3
The World is Not Enough
Tomb Raider
Tomb Raider 2
Tomb Raider 4: Last Revel.
Tomb Raider 5: Chron.
Tomorrow Never Dies
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Tony Hawk's Pro Skater 4
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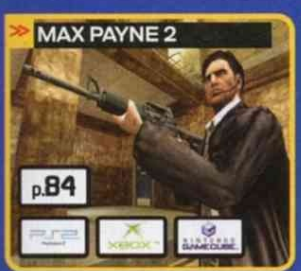
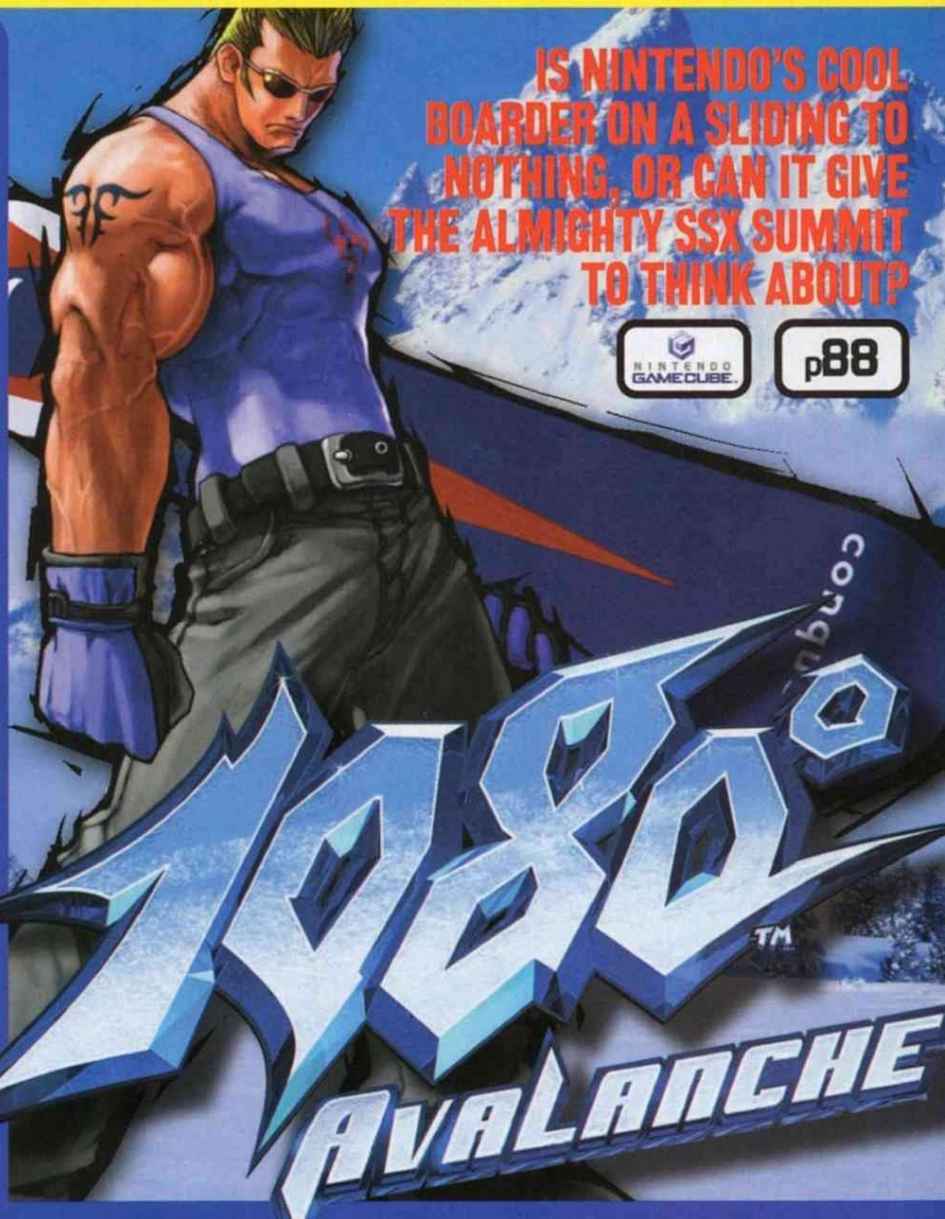
REVIEWS EDITOR

Just when we thought 2003 was over, a ton of triple-ace titles came and smacked us in the face like a sackful of doorknobs. We've got two of Rockstar's finest with the irrepressible *Max Payne 2* and scarily good *Manhunt*, alongside a deluge of Nintendo magic and some superb online wonders. So don't go looking forward to 2004 too soon, there's still work to be done!

Dave Harrison




IS NINTENDO'S COOL BOARDER ON A SLIDING TO NOTHING, OR CAN IT GIVE THE ALMIGHTY SSX SUMMIT TO THINK ABOUT?
NINTENDO GAMECUBE
p88
1080 AVALANCHE

THE SCORE

90 to 100% Tippety top cream of the crop. If you own the console, buy this!

80 to 90% A great game. If you like the sound of it, you should get it in.

70 to 80% Neat enough but a little lacking. Still, if you really must have it...

60 to 70% A game scuppered by an annoying flaw or two. Shame.

50 to 60% Above average but only just. Spend your cash elsewhere.

40 to 50% Quite simply not very good. We played it – we didn't like it.

30 to 40% Oh dear. Perhaps the programmers should play some 'games'.

20 to 30% What the...?! This looks awful and plays awful as well.

10 to 20% Not a videogame at all but a device of mental torture.

0 to 10% Like dangling your diddlies in a mincing machine.

THE VERDICT

Factpack
The stuff you need to know...

Drivers	22
Manufacturers	11
Circuits	17
Levels of Difficulty	4

Your 'at a glance' guide to the game's features. How many levels? Bosses? You'll find it here.

Softography
These guys have also made...

FIFA '98	68%
FIFA '99	90%
FIFA 2000	78%
NHL 2000	45%
NBA LIVE 2000	91%
MADDEN NFL 2000	58%

Are the game's makers hot or not? Want to know what games they've made before? It's all here!

If the game scores over 90%, GM awards it a Gaming Masterpiece. These games are among the very best you can get so snap 'em up!

The final verdict in one snappy soundbite with the only score that counts at its side.

It's crunch time. Here's where you'll find the real deal for every game. Each title is rigorously assessed in three disciplines:
Graphics: What does it look like? Does it move smoothly? Enough variety?
Gameplay: Does the game *work*? Is it satisfying and fun to play or a pain in the cheeks?
Lifespan: Is there enough of it? Will you be playing this title for months or mere minutes?

Judgement

GRAPHICS Perfectly acceptable, and you certainly get the impression of being airborne.

GAMEPLAY A bit muddled, what with multi-levelled racing and unclear combat elements.

LIFESPAN If you yearn to race a plane, you'll love this, but otherwise it's all a little tame.

N-Gen Racing is a competent title, but loses out due to its lack of any real impression of speed and a erratic combat system.

Overall 70%

GAMING MASTERPIECE

REVIEWED THIS ISSUE...

MAX PAYNE 2 (PS2)(XB)	84	POKEMON COLOSSEUM (GC)	104
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MARIO AND LUIGI SUPERSTAR SAGA (GBA)	90	STAR WARS GALAXIES (PC)	111
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MARIO PARTY 5 (GC)	96	TERMINATOR 3 (PS2)(XB)(GC)(PC)	115
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FINAL FANTASY 11 (PC)	100	WARIO WARE (GC)	119
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Flip the page to where we exclusively bring you the Payne on PS2 and Xbox!

REVIEWER

Dave Harrison

OUT: NOW

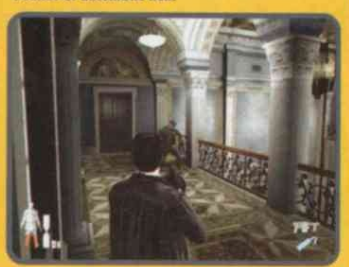
FORMAT: PS2 | **PRICE:** £40 | **DEVELOPER:** REMEDY | **PUBLISHER:** ROCKSTAR | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** XBOX, PS2, PC | **CALL:** 01753 854 444 | **PLAYERS:** 1

Cappin' Marvel

Max collects a total of 11 types of gun and, as you'll begin to favour some guns over others, it's best the switch off the Auto-Select in the options menu, which always switches to the strongest weapon.

▲ Max starts the game with a single 9mm, which is accurate and reliable but feels like a pea-shooter once you've tried the twin Desert Eagles.

▲ The one gun that we're certain you'll fall in love with is the Kalashnikov, which offers you up to 30 rounds of automatic hell.



▲ Everyone loves a shotgun, so how does the sound of an automatic shotgun hit you? The Striker is an absolute must for the later levels.

Love is never having to **say you're sorry.** Especially when you're packing twin Ingrams and **an M4 Carbine...**

Max Payne 2
The Fall of Max Payne

Everything but the Hurl

Max has a secondary attack button so he can quickly chuck grenades and Molotov cocktails.

▲ Rather than fiddling with the weapon inventory you just hit ⓔ to toss the grenade/cocktail.

▲ The AI is pretty smart, though, as the bad guys will run for cover rather than standing and staring.

▲ Grenades are great for popping through doors and hopefully it will set off an explosive chain reaction.

Everyone's a sucker for a good love story. Sure, you might like to pretend you're tough, but you know there's nothing that beats an evening in with a few friends, *Maguire/Beaches/Ghost* on video, a box of Kleenex (balmed) and Miniature Heroes.

Now you can add to the mix *Max Payne 2: The Fall of Max Payne*, a game so bruised, so sensitive and so heartbreaking that it had us at hello...

LOVER'S CHOICE

Max Payne has been to slums, crack dens, to hell and back, but he's never been to 'him'. In the last game we witnessed him take a physical and emotional beating so severe that you'd forgive him making a fort of cushions in his front room and staying there for ever. But he doesn't, as he's both a fighter and lover. A man so driven by the need to ease his tortured soul that at the start of number two he's back at the NYPD cracking heads and boiling hard. And it's during his routine duties that he's sucked up into a plot that reacquaints him with Mona Sax – the sassy assassin from the original. The attraction between them is electric. Sure, they've got a lot in common – both are single, both like guns – but this is something deeper. A passion so strong that it will ultimately take Max Payne to the limit and over the edge. He's such a big soppy mentalist. Bless him.

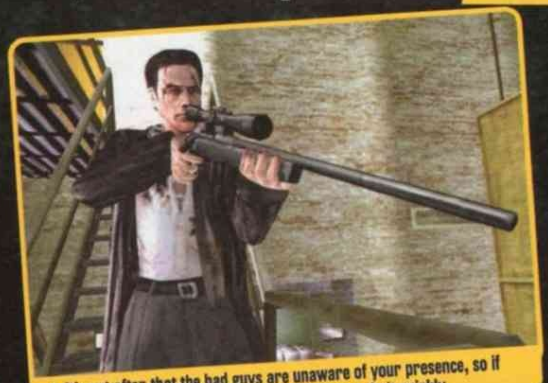
UZI AS 1-2-3

So here we are again, back in the gritty, melodramatic world of Max Payne. The set-up is just like the first one – third-person action set pieces chained together by graphic novel cutscenes relating a twisted plot. The big thing for the original was the Bullet Time, as it was the first title to successfully incorporate the *Matrix* bullet-dodging slo-mo into a videogame. But as every other subsequent game from *Prince of Persia* to *Red Card Soccer* has used a variation, it no longer hogs centre stage and so allows you to appreciate the sequel's many other qualities, such as the game's intelligence.

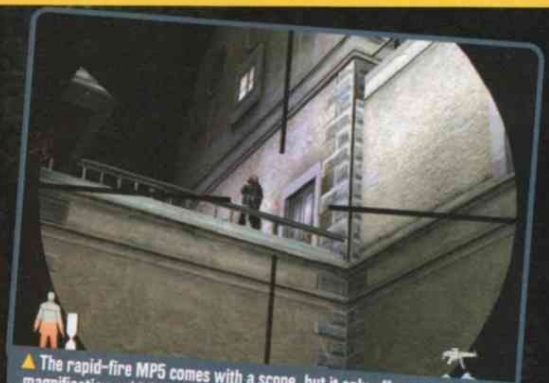
While many might think of *Max Payne* as a dumb shoot-'em-up, it actually has more smarts than Stephen Hawking's pub quiz team. From its grasp and use of everything noir, to the 'we-know-it's-just-a-game' self-referencing, it's continually

Scope-on-a-Dope

There are two sniper rifles in the game – the standard rifle and the heavier Dragunov, which is easy to aim.



▲ It's not often that the bad guys are unaware of your presence, so if you're going to use the sniper rifle, you'd better do it quickly.



▲ The rapid-fire MP5 comes with a scope, but it only offers one magnification, which can't be adjusted. Well, you can't have it all.

Softography

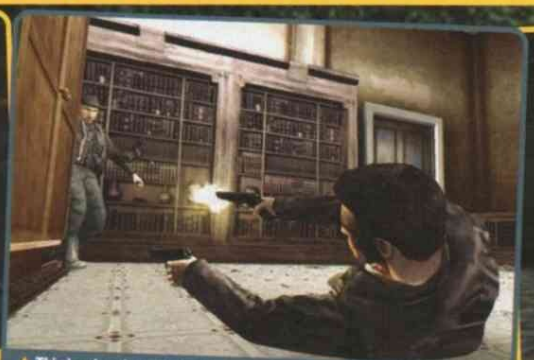
These guys have also made...

Madrax	48%
Max Payne	92%

Movie On Up!

The trick to surviving *Max Payne 2* is to make Max a difficult target to hit, so always keep on the move during a firefight, no matter what it takes.

▲ As Max falls to the floor make sure you continue to fire, as you're never too sure who's properly dead until you come out of Bullet Time.



▲ This is what the game is all about – jumping into a huddle of bad guys with a couple of Ingrams and a smile, then making it up as you go along.

▲ You know what's great about Max Payne? He always makes an effort. Whatever the situation, he's always got a clean shirt and smart slacks.

The Best Bit

The game uses Rag-Doll physics so the fallen foe can flop down stairs. Brilliant!

Right at the very beginning you're not too sure who's out to get you.

prodding specs up the bridge of it's nose and looking down on you.

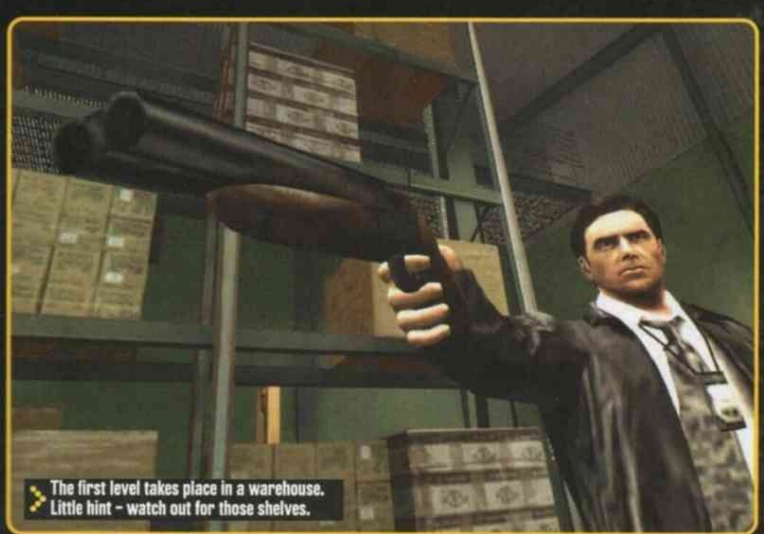
RUUD BULLET

Nowhere is this more apparent than in the level design, which is at times sublime. For instance, the first time you go into the Fun House where Mona lives, it is pure genius. Problem is, we can't tell you why, because that would ruin the surprise. But such is Remedy's care and attention to detail, they've even made the nightmare sequences superb. Remember the blood line mazes from the first game that were quite literally a nightmare? Well they've gone and been replaced by bite-sized bad trips that genuinely spook you out. There's one that climaxes with Payne trapped in an interview room with his boss and partner. You're in control of the action, but then Remedy manage to manipulate the situation through their superb grasp of gameplay conventions, and force you into making a horrible decision. It's a beautifully teased moment and one that reminds you that the developers are always two steps ahead.

Factpack

The stuff you need to know...

Playable characters	2
Guns	11
Chapters	21
Game modes	6



The first level takes place in a warehouse. Little hint – watch out for those shelves.

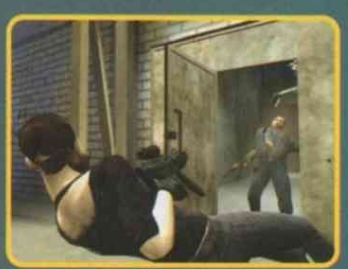
TIME TO KILL

Right, lets talk Bullet Time. In an attempt to stay ahead of the competition, Remedy have introduced Bullet Time Mark 2. Just like the original, it only works for a finite time that's indicated by a small on-screen hour-glass. It still slows down time, enabling Max to take on multiple opponents, but this time it can be enhanced during the fire fights. As Max chains together more and more kills, the hour-glass becomes a deeper shade of yellow indicating Max Payne going deeper into Bullet Time. The deeper into Bullet Time Max goes, the quicker he can move and slower his opponents become. Alongside is the standard bullet dodge – a slo-mo dive to the side – which can used any time and doesn't need replenishing. Combining the two you can get a mini masterpiece of guns and grace. The Bullet Time effect in the first PS2 game was fudged by the screen

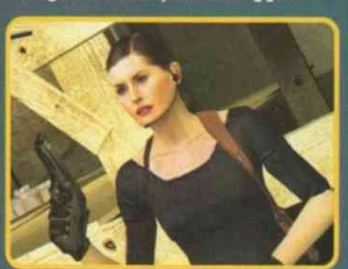
> "...As Max **chains together** more and more kills, **the hour-glass** indicates Max Payne going **deeper into Bullet Time...**"

Sax Pain

Mona Sax is pure femme fatale – sassy, sexy and dangerous to know. Also, she's a superb second playable character. Her first mission actually overlaps one of Max's missions and ends with Mona having to lay down covering fire for Max. It's a neat use of the game's structure and the fact you have to look after you own character generates a genuine emotional involvement.



▲ It's not just Max who looks good diving through the air sideways and shooting guns.

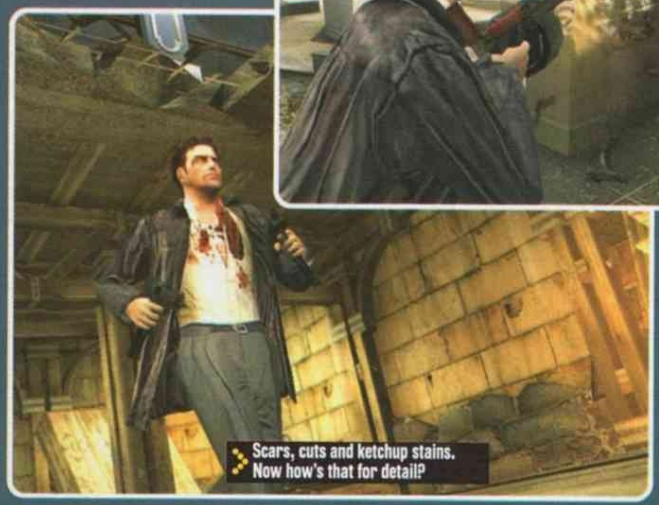


▲ Ain't she a looker? You can't really blame Max for behaving like a schoolboy with a crush.

Hey! Mind the Leather!

The Xbox version has a couple of advantages over the PS2 version. Firstly, the textures and graphics are that bit sharper, and secondly there's a quick-save option which takes some of the hassle out of playing.

▶ Max Payne really suits the Xbox, as the joypad is great for the cross-hair control when shooting. It's in a neat middle ground between PS2 and PC.



Scars, cuts and ketchup stains. Now how's that for detail?

▶ Max has been completely remodelled for the sequel and now looks a lot like Richard Hillman from *Coronation St.*

▼ From the muzzle flashes to the flames to the ripples on his leather jacket, everything looks significantly smarter.

Gun for Hire

It's not just Mona who gives Max assistance, as at several points during the game various gun-wielding non-playable-characters tag along with our grizzled hero. First off it's Cowboy Mike, a henchman of Vladimir the Russian gun runner, and then they range from a drunk neighbour to a heavily armed gang of mobsters. Each time they can be extremely useful, as even if they don't shoot too many people, they will always draw fire away from Max. But you have to be careful not to shoot them, even accidentally, as they'll immediately turn on you, making your situation just that bit more difficult. Hey, what do you expect? It's a jungle out there!

▲ Gangsters! You can tell because they've combined cheap nylon slacks with sports wear. But they've got guns so they might be of some help.

▲ Sure, he's ganging up with mobsters, but that doesn't mean Max is on their side. In fact Max doesn't really have a side. He's just Max.

going all blurry. Here, however everything stays syringe-sharp and this is where the game is at its best.

FALLING DOWN

Also new to 2 are amazing environmental physics. All objects found in the levels – the barrels, planks, boxes – all topple, roll and tumble depending on whether body or bullet has smacked into them. The true purpose of this only becomes apparent when you're involved in your first massive gun fight, as no five seconds of blasting is ever the same. Take one: barrel through boxes, twat bad guy through window with 12-gauge, roll under plank for cover. Take two: shoot barrel, set off explosive chain reaction, bullet-dodge through doors. Take three – well, you get the picture. This means every shoot-out becomes an event, with you manipulating each chain of events. Because *Max Payne* is not about shooting people, it's about shooting people and looking cool. A particular favourite is rolling a barrel down a staircase, then sliding behind it for cover while dispensing NYPD lead justice. Sweeeeet!

> "...Every shoot-out **becomes an event.** *Max Payne* is not about **shooting people,** it's about shooting people **and looking cool...**"

This random element is what gives *Max Payne* immense replay value and, to be fair, it needs it, as it's not the longest of games. The PC version was criticised for this, but it doesn't seem such a problem on the console, where its direct, arcade qualities sparkle. Also there is definite value for money, as there are three difficulty settings and a cracking option called Dead Man Walking, which is one enclosed area and endlessly respawning bad guys. It's perfect for honing skills or having a couple of minutes blast.

COLT PYTHON FILTER

Like all good sequels, *Max Payne* has captured what made the original great and ironed out many of the flaws. Sadly,

Household Accidents

It's not just bullets that Max has to worry about. Thanks to the new physics, each environment has its own dangers, with boxes toppling off walkways, ammo boxes exploding in chain reactions and buildings falling to pieces. Imagine *Changing Rooms* if Linda Barker went mental. Okay, *more* mental and with a wrecking ball.

The flame effects are fantastic but we don't recommend you get a closer look.

You'll learn to be very wary of falling shelves right at the start of the game.

Audio Bully

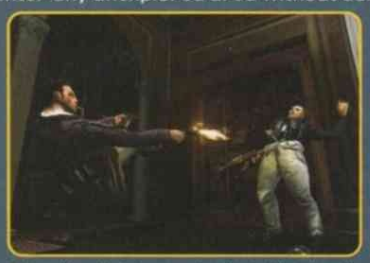
As with all Rockstar games, the audio plays a big part, as Mona often barks orders at Max via radio. Partly for plot, partly to provide some level-beating hints.

▲ Got lost? Then Mona should be able to help, especially in some of the larger buildings.

A Whole City of Dodge

The bullet-dodge is a perfect way to enter any unexplored area without using up any Bullet Time.

▲ The bullet-dodge gives you just enough time to assess each situation and target a few bad guys.



▲ Once it's activated you can't pull out of it and you'll end up on the floor, so use it wisely, my child.

▲ It's perfect for reacting to ambushes, allowing you to readjust your position. It's your best friend.

though, they haven't got them all, as the fidgety platforming bits remain. Sure they're important for variety, but controlling a character who's designed for blasting, when he's balancing on a paper-thin girder, is really not appealing. The other problem is that all the saving is manual. You can save anytime, but often you get too caught up in the game and one slip off a window ledge could see you replaying a large chunk of the action. Also, while *Max Payne* on the PC and Xbox has a two-second quick-load, the PS2 requires you to flip through some options and wait till the memory card is ready for you. And while the PC and Xbox versions have textures to die for, the PS2 *Payne* is, er, a bit scruffy. It looks old, tired, slightly jaded and struggles to make sense of the situations thrown at it, but as this is pretty much describes Max Payne himself, you could maybe twist that into a positive.

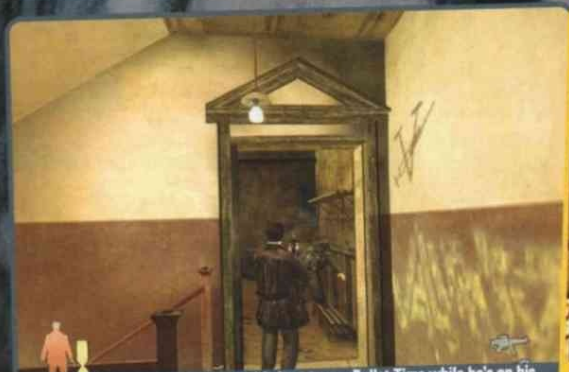
NO PAYNE, NO GAIN

Whatever format you choose to play *Max Payne 2* on though, what's undeniable is that Rockstar's game really is a class above most shoot-'em-ups in terms of ideas, presentation and sheer character. While it may lack some variety of gameplay, its iron will and ceaseless aggression drive you to play it to death, cos just when you think you're out, it pulls you back in.

▲ If you've run out grenades, the secondary attack becomes a melée attack with the butt of the gun – not really what you want in the middle of a fire fight.

Bullet Time Again

Note the sepia tint, the yellow shade to the hour-glass? This is Bullet Time Mark 2. The more everyone else screams, the faster you go.



▲ As Max's movements get faster it's best to use Bullet Time while he's on his feet rather than diving, so he can get closer to the target or run from danger.

▲ Most gamers might be able to get by with just the bullet-dodge at first, but using Bullet Time becomes absolutely essential in most of the later levels.

Judgement

GRAPHICS What looks superb on the PC and Xbox, looks a bit tired and bitty on the PS2.

GAMEPLAY Occasionally fiddly, sometimes sublime, but always upfront and in your face.

LIFESPAN You can get through it in a few determined sittings, but there's plenty of replay value.

A brutal, gritty, pint-pot-to-the-face of a game that combines style and substance. A triumphant return for the Payne.

Overall 90%

REVIEWER

Geraint Evans

OUT: NOW	**FORMAT:** GC	**DEVELOPER:** NINTENDO	**SPECIAL FEATURES:** LAN LINK-UP	**CALL:** 020 7471 6680
	PRICE: £40	**PUBLISHER:** NINTENDO	**OTHER FORMATS:** NONE	**PLAYERS:** 1-4

Crafty Cuts

Each and every course has a number of cheeky hidden routes and devious means of getting ahead. You just have to find them.

Smashing through barrels of dynamite here triggers an explosion that blocks up the bridge behind you.

Ride across this log bridge, and it collapses behind you – leaving a gap for your rival to fall down.

Pulling off tricks builds up your power meter. Once full, pass close to your rival to knock him down.

▲ There are plenty of cheeky extra routes for you to discover to get ahead... like this, er... shed.

Board stupid? Nintendo's high-speed winter sports effort will **leave you breathless...**

1080 Avalanche

Up against *Amped 2* and *SSX3*, the third of this Christmas's snowboarding titles has really got its work cut out.

SSX offers a huge, sprawling, mountain with imaginative tracks and absolutely stacks of options. *Amped 2* is, well, *Amped* but with online knobs on. *1080°*, thankfully, manages to bring a very different kind of experience to GameCube – and one that's certainly not lacking in quality.

Racing Line

The emphasis in *1080°* is much more on actual racing than its trick-heavy rivals. Making your way down the mountainside in the fastest time possible is the order of the day, with little need for pulling over-the-top stunts. Initially it all feels very arcadey. The courses, for example, are much shorter than in *SSX3*, taking just a couple of minutes to make your way to the finish line, and they're much more linear too.

Cold Comfort

When you first start playing then, you'll feel a little bit cheated – but after a few hours you'll discover just why *1080°* truly shines. First and foremost, the production values are superb – boasting some of the best snow effects you're ever likely to see. Swinging logs at a sawmill cross your path, falling boulders smash into the piste, fighter jets scream overhead and raging avalanches charge down the mountain and snap at your heels.

Much like in *Wave Race*, mastering *1080°*'s intricacies takes a great deal of time and patience. This is reflected in the superb Gate, Time Trial and Trick Modes, which require a great deal of skill. Along with the four-Cube LAN link-up, this is where you'll find most of the replay value.

A very different game to *SSX3* then – but as a racing title, it can hold its head up against the likes of *F-Zero* and *Mario Kart*. Highly recommended.

Softography

These guys have also made...

Wave Race 64	90%
Wave Race Blue Storm	82%
Ridge Racer 64	90%

'Avin' a Lanch

Each of the game's four difficulty levels ends with a timed, free run down a mountainside – except there's a catch.

▲ When you leap out of the 'copter, an avalanche is triggered – sending a wave of snow after you.

▲ Your joypad rumbles and the screen shakes. Stay on your feet and you might make it out alive.

Grinding features in the environment will help to boost your speed.

The Best Bit

The game's superb LAN link-up and Time and Gate Trials are extremely addictive.

In the game's Time Trial mode, there are hidden coins for you to collect. These...

...can be used to unlock better boards to utilise in any of the modes you want.

GAMING MASTERPIECE

Judgement

GRAPHICS Excellent snow effects and vibrant courses with slight framerate issues.

GAMEPLAY Arcade-style, fast-paced downhill racing with plenty of hidden depths.

LIFESPAN Addictive time trial and trick modes alongside four player LAN link up.

A different kind of snowboarding game to its rivals. The main mode might be a little on the short side, but this is still fantastic stuff.

Overall 90%

OUT: NOW | FORMAT: PS2 | PRICE: £20 | DEVELOPER: HYPNOTIX INC | PUBLISHER: TDK | SPECIAL FEATURES: NONE | OTHER FORMATS: XB | CONTACT: TDK-MEDIACTIVE.COM | PLAYERS: 1-4

Do you like **playing golf games** but think they need **an edgier feel?** Yeah, us neither...

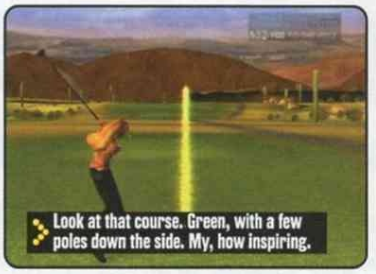
Outlaw Golf

You know what most people want from golf games? Golf. No, really. Do you know what people don't buy golf games for? Attitude and hot pants. Sadly for *Outlaw Golf* it does the hot pants and the attitude more comprehensively than the golf.

We started reviewing this game just after we played the mighty *Links 2004* on the Xbox (see review page 114) and *Outlaw Golf* is everything that *Links* isn't – novelty-led, scruffy, fiddly, unaccommodating and ultimately not much fun to play. The control system feels loose, the courses are bereft of detail and the physics never really convince.

Golf games are usually stress-busting pleasures, mainly through their pedestrian pace, but due to the try-hard wackiness of *Outlaw Golf* it's more of a headache.

The only thing this game's got going for it is that it's cheap. But if you've actually got £20 burning a hole in your pocket you should be able to get a second-hand copy of *Tiger Woods 2003* for about that. Then just watch Girls Aloud for the hot pants and attitude.


Look at that course. Green, with a few poles down the side. My, how inspiring.

Caddywhack

How well your golfer performs depends on their composure – it can be improved by beating up your caddy.

If your composure is particularly low you can take it out on your caddy. Why? Well, we haven't got a clue really.

Your composure even takes a hammering if you land slightly in the semi-rough! It's not that big a deal!

You never feel you've got all the information you need when on the green.

The game uses the analogue stick to simulate the swing, but with power bars.

Unhappy Gilmore

The game is supposed to tap into a *Caddyshack*-style sense of humour but golf is funny enough. White guys dressing like '70s pimps – hilarious!

Judgement

GRAPHICS Looks sufficiently golf-like to give the impression you're playing golf. Well done.

GAMEPLAY Not fun. Sod the 'wacky' golfers and scrapping, this is not a great golf game.

LIFESPAN There's a ton of match options, but there's no reason to put yourself through it.

A poor golf game that's made downright repellent thanks to the 'wacky' tone. *Outlaw Golf*? Sod off!

Overall 48%

REVIEWER: Dave Harrison

OUT: NOW | FORMAT: PS2 | PRICE: £40 | DEVELOPER: GENKI | PUBLISHER: UBISOFT | SPECIAL FEATURES: NONE | OTHER FORMATS: XB, GBA | CALL: 01932 838230 | PLAYERS: 1

Fight Club

Each character you play has different objectives to complete. Most involve fetching something, then backtracking, repeated ten times and mixed up with loads of repetitive fighting. Get to a boss character, and rather than just kick their ass, you have to complete a certain number of combo blocks or special moves.

Button bashing is effective, but later in the game, you're forced to use combos to move on.

Against a boss character, you have to do a certain number of blocks or special moves. Yawn.

You'd think a game based on this film would be a **thing of beauty.** But you won't be **shouting about it...**

Crouching Tiger, Hidden Dragon

This can't be *Crouching Tiger, Hidden Dragon*, the game. Surely this is some sort of impostor. We don't remember the film being full of invisible walls and shot by a wobbly camera.

Take, for instance, a scene from the second level. You've got giant boulders rolling towards you, you want to gracefully jump over them, but with the camera letting you see about one foot ahead, you can do nothing to stop yourself getting pummelled by ten tons of stone. You end up just hammering the 'quick heal' button and praying for the level to end.

The many scraps get dull quickly and they're extremely frustrating – button-bashing is the most effective method. This game is painful to play, and not in a kick-ass sense.

There are some *Prince of Persia*-style jumps and acrobatics that are hard to pull off when the camera doesn't let you see where you're jumping.

The fighting's all right for five minutes, then you realise it's all the same.

To block, you're supposed to press the block button when an icon flashes up.

Judgement

GRAPHICS The nice film footage at the start only serves to show up the shoddy visuals even more.

GAMEPLAY The fighting's dull and it's full of invisible walls. You just keep following the blue torches.

LIFESPAN It's not easy to complete, but finish it and your 'reward' is to do it all again. No thanks.

The camera's terrible, jumping's maddening, fighting's unsatisfying and the whole thing has a knocked-together feel.

Overall 30%

REVIEWER: Kath Brice

REVIEWER

Jes Bickham

OUT: NOW | **FORMAT:** GBA | **PRICE:** £30 | **DEVELOPER:** ALPHA DREAM | **PUBLISHER:** NINTENDO | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 020 7271 6680 | **PLAYERS:** 1-4

The Cast

Mario takes equal billing with Luigi here. The first Bro move he gets allows them both to spin-jump across gaps.

Luigi gets his chance to bask in the limelight in *Superstar Saga*. Mario can climb on his shoulders for a vertical super-jump.

Princess Peach – get this – has had her voice stolen and replaced with explosives. Weird, huh? But very funny nonetheless.

Cackletta is the new bad guy, a witch from the Beanbean kingdom. Her hench-thing, Fawful, is the funniest character.

Place-Men

▲ Once you leave the Mushroom Kingdom you'll crash-land on Stardust Fields. Not very inviting.

▲ From there, it's on to Hoohoo village, home of the friendly Hoohooligans. Something's up with their mountain...

Gaming's **most famous brothers** team up for some **GBA action...**

Mario & Luigi Superstar Saga

The Best Bit

Winning a fight and then levelling-up, increasing your abilities and powers. Hurrah!

At the beginning Toad walks into Mario's bathroom while he's having a shower. Ha!

Good old Bowser. He's all bluster and hot air, really. Nice studded armbands, mind...

It's about time the GBA had a brand-new *Mario* game. As good as the *Mario Advance* games are (and they're brilliant), and as nice as it is to have all those old *Mario* classics rejigged for the GBA, we've waited long enough for a brand-new handheld adventure for our favourite moustachioed plumber. And you know what? *Mario and Luigi Superstar Saga* doesn't disappoint in the slightest. In fact, it's downright *fantastic*.

But don't go expecting a 'proper' *Mario* game. Sure, there's running and jumping and platforming, but that's where the gameplay similarities end between this and our hero's previous outings. If you've played *Paper Mario* on the N64 then you'll have an idea of what to expect with this, as it's basically an RPG starring Nintendo's biggest mascot and his brother. It might sound odd but it works brilliantly.

FUN FIGHT

Like most other RPGs, there's an element of wandering around towns and talking to people, but thankfully *Superstar Saga* jettisons all the boring bits that you find in roleplaying games and concentrates on keeping things simple and fun. Take the fighting, for instance – battles are a mixture of turn-based commands and platforming action. At the start of your turn you can decide what to attack and how to attack it, but real-time commands come into play as well. For example, if you order Mario to jump on an enemy, hitting A as he makes contact incurs extra damage.

BOSS BROS

More complex combos and attacks require similar button-pressing – once you get the ability to combine Mario's and Luigi's attacks into team-up (or 'Bros') moves you'll have to time hitting A and B several times to do

▲ Good old Toad. He's the best character in *Mario Kart* and an endearing little sprocket in *Superstar Saga*.

▲ Many characters need something doing for them – help them out and you'll usually get something nice.

▲ Hilariously, Luigi is press-ganged into the adventure when Mario teams up temporarily with Bowser.

The Role-Player of Law

Combat in *Mario and Luigi Superstar Saga* is different to what you might be expecting. It takes the head-jumping fun of other *Mario* games and puts it in an RPG...

▲ Jump on a monster to go into battle mode, then choose whether you'll do a Solo attack or a Bros attack. Bros attacks do more damage.

▲ Now you choose which beastie to attack. You'll automatically start to attack them, but you'll be given several button-pressing prompts.

▲ Do those correctly, and then hit a button the moment that you hit your opponent, and you should deal out some big damage. Aces!

Factpack

The stuff you need to know...

Hours of Play	30
Mario Brothers	2
Stolen Voices	1
New Baddie	Cackletta

▲ Amusingly, everybody forgets Luigi's name. Well, he is the unpopular easily-forgotten green brother.

▲ Luigi and Mario are controlled separately by the A and B buttons. Remember to make 'em jump together.

▲ An initial encounter with Bowser gets you familiar with the combat system. It's simple but deep.

maximum damage. It's a great little system that manages to sidestep the 'automatic' feel of most turn-based games by injecting a little player involvement, but keeping things as easy-to-play as possible.

CHOICES

This kind of attitude is present throughout the game. There are no random battles, for instance – all enemies are present on-screen so it's up to you if you want to engage them and battle for experience. Levelling-up is transparent and simple and doesn't detract from the classic Mario feel of the game; it's impossible to get lost in numbers and arcane RPG terminology in *Superstar Saga*.

As well as being chock-full of grinworthy gameplay, this is a *funny* game. Like *Paper Mario* (and the SNES *Mario* RPG) before it, *Superstar Saga* isn't afraid to poke fun at itself and horse around. The writing is hilarious – we especially like the evil Fawful and his entertaining speeches (we guarantee you'll chuckle when he starts going on about mustard).

> **...*Superstar Saga* jettisons all the boring bits you find in roleplaying games and keeps things simple and fun...**

Sometimes the control can be a bit fiddly and confusing, but that's about all that we can find fault with here. *Superstar Saga* is as essential to your GBA as any of the *Mario Advance* games, and that's high praise indeed. Play it!

Softography

These guys have also made...

Advance Wars 2	94%
Super Mario Advance 4	91%
Wario Ware, Inc.	90%
Mario Kart Super Circuit	95%
F-Zero Maximum Velocity	N/A
Pokémon Pinball	89%

Lord of the Things

▲ If you get Mario to suck up some water, Luigi can jump on him to squirt it out.

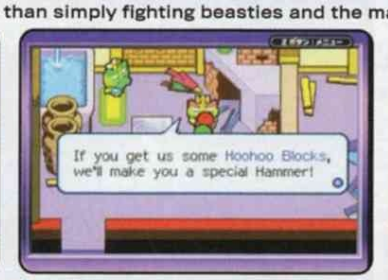
▲ These 'bicycle steps' require you to alternately press A and B to 'pedal' them along. Great fun!

▲ As always, freebie-giving blocks are present, but some require teamwork.

A Tribe Called Quest

Naturally, there's more to the game than simply fighting beasties and the main thrust of the plot.

▲ Look at this giant Koopa Troopa! You can't shift him by yourselves. What to do?



▲ Ah ha! The Hammer Bros have offered to make you a hammer, in exchange for some Hoohoo blocks...

▲ But they're at the top of the mountain, and the bridge is being repaired. How to get up there, eh?

GAMING MASTERPIECE

Judgement

GRAPHICS Sometimes basic, often surreal, this is a very different-looking *Mario* game

GAMEPLAY A brilliant mix of turn-based RPG and traditional *Mario* platforming. Brilliant!

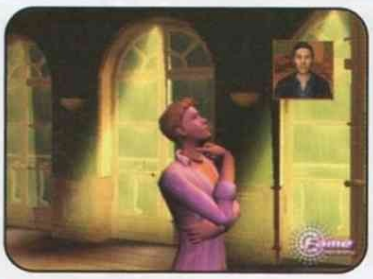
LIFESPAN A hefty single-player and, as always, the original *Mario Bros.* for multiplayer fun.

A real surprise – if you liked *Paper Mario* on the N64 you'll love this. It's funny, enjoyable, and capable of eating up hours on end.

Overall 90%

OUT: NOW | FORMAT: PS2, PC | PRICE: £20 | DEVELOPER: MONTE CRISTO GAMES | PUBLISHER: UBISOFT

▲ There's a two-player mode if you really want to make your friends suffer.



▲ Your head teacher, Wayne Simmons, shows you how it's done in the training mode.

Fame Academy

At least it hasn't got **Richard Park banging on** about Elaine Page...

You've got to be doing something wrong when you can't get the licences for the *Fame Academy* teachers. No disrespect, but we hardly think that Carrie Grant would charge Cowell levels of dough. Or even her husband. Can't remember his name now.

But no. *Fame Academy* has not one 'star' on its books. Instead, you get three lookalikes – and they don't even say anything after you've strutted your stuff. It's just three pictures with quotes underneath – and they don't even spell 'rhythm' properly at times. So lazy.

BAD MOVES

Fame Academy on telly is all about singing, but this is just another dancing game with you hitting the buttons as the icons move vertically up the screen. Pretty standard *Dancing Stage*-style stuff, but the animation is apalling and even when you string 10 moves together, your dancer moves about as well as Peter Brame. And that's bad.

As Richard Park would say if he was actually in the game "Dull, boring, no style." And Patrick Kielty, for once, wouldn't argue with him.

▲ Most of the songs on offer are terrible Mum classics.

▲ It's a singing show – but all you can do here is dance.

Lame Academy

Luckily, for most of the time you're looking at the icons on the left of the screen and not watching your dancer's dreadful moves. They're supposed to have different styles, like Rock, Urban and Zen, but they all look the same to us.

▲ With dancing like that he really shouldn't be allowed to make it into the next round.

▲ The judges love it. Looks like you could be through to the next round. Oh, the pain...

Judgement

GRAPHICS Dancing games aren't great lookers, but using pictures for judges really takes the piss.

GAMEPLAY Dance badly to bad songs. Not a patch on *Dancing Stage* and even worse than *Pop Idol*.

LIFESPAN There are three difficulty levels and you can have a two-player game. If you really want.

You think you look like a knob on the dance mat? Wait till you see what the bloke is doing on screen. This is useless.

Overall 22%

REVIEWER: Tom East

OUT: NOW | FORMAT: PC | PRICE: £30 | DEVELOPER: KONAMI | PUBLISHER: KONAMI

▲ Taste Man-Eating Treasure Chest, you vivid-eyed urchin, and weep inwardly.

▲ They're calling it a 'training tool', but it'd be cheaper and more useful to buy a proper starter deck.

Yu-Gi-Oh! Power of Chaos

It's time to **believe in the heart of the cards** again, folks...

Your Seven of Spades doesn't stand a chance. I summon... the King of Hearts! *Yu-Gi-Oh!* is a brilliant card game, rich with nimble scheming, topsy-turvy surprises and addictive properties. With a collective click of their sturdy fingers, Konami have generated a PC version of it. And it's not very good.

"Ha ha!" we were exclaiming, "Take that!" And we'd won another best-out-of-three, collecting three new cards as a result (which we eagerly incorporated into our carefully structured deck).

STRATEGEMS

But hold on a minute, here. Where, in the name of the nine hells, is the multiplayer mode? There's no internet option. No network option. Not even a "two people taking turns to use the one computer" option. It's disgraceful, and we wish to bat a representative of Konami around the head with a newspaper.

And where, in the name of the overlord of the nine hells, is the proper one-player campaign? All you can do is fight the computer in a Single Duel or a best-out-of-three, and the computer's always Yugi (who keeps popping up and announcing things).

It turns out that, in the end, this PC version is just a *Yu-Gi-Oh!* simulator, with no apparent desire to be, say, a full-bodied computer game. And we're genuinely disappointed.

Judgement

GRAPHICS Not bad at all. Everything's clearly displayed, and the cards are quite satisfactory.

GAMEPLAY The basic single-player is splendid, and there's a good moment every minute.

LIFESPAN The undeniable appeal of the game is pitted horribly against a cynical lack of options.

A wonderful opportunity completely wasted. In the words of Yugi, "I see what you're trying to do, but it won't work."

Overall 53%

Ah. The phase in which we die a horrible death. We've been expecting you.

REVIEWER: Adam Norton

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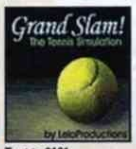

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Classic pinball action with up to 4 players on one phone!

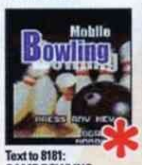
Text to 8181: GAME SOCCER
Can you handle the role of football manager? Take on a division of 16 teams to make your team the champions.

Text to 8181: GAME TRIX
Don't go off the rails. Stay on them with this gnarly skateboarding game.

Text to 8181: GAME 22
Don't be a blockhead! Use your brain and skills to master the colourful blocks in this challenging puzzle game.

Text to 8181: GAME ADVENTURER
You need to collect the diamonds and defeat enemies through 16 levels.

Text to 8181: GAME BOARD ✱
Grab your board and fly down a wide range of courses, hit the jumps and pull off trick combos.

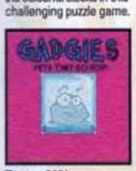


Text to 8181: GAME BOWLING ✱
Play in the fast lane. All the fun of real bowling without the silly shoes. Choose from players with varying abilities.

Text to 8181: GAME CASTLE
Take part in a story of bravery, spirit and magic as you try and enter the Castle of Spells.

Text to 8181: GAME CAVE2
Navigate through caves collecting rings and avoiding obstacles in this exciting 'snake-like' game.

Text to 8181: GAME CHASE
Chase the enemy car before the end of the road in a wide variety of levels. Take care of your petrol!



Text to 8181: GAME GADGIES
Feed, clean and play with your own pet gadgie. Control its emotions enough to survive for 10 days.

Text to 8181: GAME GLOBAL
Start in the drivers championship and earn enough cash to customise your car.

Text to 8181: GAME GOLF
Play a variety of courses with different terrains, wind strength, clubs and putters.

Text to 8181: GAME GRAVITY ✱
Use thrusters to land your ship softly on the moons of the solar system.

Text to 8181: GAME MOON
Safely collect and drop off fares in your taxi pod. On the moon, gravity makes this a real test of skill!

Text to 8181: GAME POPSTAR
Find fame and fortune as a popstar. Take care of your star if you want a number 1 hit!

Text to 8181: GAME QUARKS ✱
A Tetris like puzzle game where you must pit your wits to connect quarks of the same colour.

Text to 8181: GAME RACER ✱
Avoid other vehicles while picking up and dropping off hitchhikers. Keep an eye on the fuel and damage.

Text to 8181: GAME SOLITAIRE ✱
The most popular mobile solitaire game around.

Text to 8181: GAME SPACE ✱
Take control of the last tank left on the base and take on the aliens threatening your people with extinction.

Text to 8181: GAME SPY
Be Penny Peril, the UK's sexiest secret agent, and take out the bad guys in enemy offices and secret locations.

Text to 8181: GAME TITAN
Defend the trading space post. All routes must be cleared of pirates, outlaw mercenaries & asteroids.

Text to 8181: GAME JETSKI
Pit your skills against other jetskiers. Power slide around corners, ride over buoys and avoid the rocks.

Text to 8181: GAME ZONE ✱
A must for Tetris lovers. Keep your cool as you try to fit the falling pieces together to create blocks.

Picture Messages

To order text to 8181: PICTURE and KEYWORD

ANARCHY

ANGRY

ARSE

BADASS

CAR2

CHIMP

DIRTY

DRAGON3

ENGLAND

FONDLE

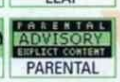
GEEK

HI

HORNY

LEAF

LOVEYOU



PARENTAL

PASS

PLATE

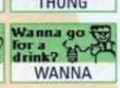
SEX3

STAR

STUD

THONG

UGLY



WANNA

WASTED1

WHASSUP

Images

To order text to 8181: IMAGE and KEYWORD

BEER3

BOOTS

BRA

CACTUS

CAR

CASH

DOLLARS

FINGER

FOOTIE

GRAF10

JAM

JUMP

JUMP2

SCREAM

SKATE2

SNOG

STRIPPER

SUNSET

TUBE

UNION

WEED

BECKHAM1

DARKNESS

EMINEM

HENRY

SNOOP

BEYONCE

HOLLY

JORDAN

KYLIE

Tones & Polyphonics

Check Handset Compatibility

To order text to 8181: TONE and KEYWORD (or) POLY and KEYWORD and phone make

HOTTEST NEW RELEASES	KEYWORD
50 Cent ft Snoop Dogg - **P.I.M.P.**	pimp
Basement Jaxx - **Lucky Star**	lucky
Black Eyed Peas - **Where Is The Love**	thelove
Busta Rhymes - **Light Your Ass On Fire**	ass
Dido - **White Flag**	flag
Fatman Scoop - **Be Faithful**	faithful
Kevin Lyttle - **Turn Me On**	meon
Kings Of Leon - **Wasted Time**	wasted
Korn - **Right Along**	rightalong
Limp Bizkit - **Behind Blue Eyes**	blueeyes
Linkin Park - **From The Inside**	fromthe
Lisa Maffia - **Women Of The World**	womenof
Mark Ronson ft Ghostdog - **Ooh Wee**	wee
Obie Trice - **Got Some Teeth**	teeth
Pink - **Trouble**	trouble
R Kelly - **Thoia Thong**	thoia
Room 5 - **Music & You**	andyou
The Darkness - **I Believe In A Thing Called Love**	athing
The Strokes - **12:51**	strokes
Wayne Wonder - **Bounce Along**	wayne

8181 GREATEST TONES	KEYWORD
50 Cent - **21 Questions**	questions
50 Cent - **In Da Club**	club
Benny Bennassi - **Satisfaction**	satisfaction
Beyonce - **Crazy In Love**	inlove
Blu Cantrell ft Sean Paul - **Breathe**	breathe
Busta Rhyme ft Mariah Carey - **I Know What...**	youwant
Electric Six - **Gay Bar**	gaybar
Eminem - **Business**	business
Eminem - **Lose Yourself**	lose
Evanescence - **Bring Me To Life**	bring
Good Charlotte - **The Anthem**	anthem
Junior Senior - **Move Your Feet**	feet
Justin Timberlake - **Senorita**	senorita
R Kelly - **Snake**	snake
R Kelly - **Ignition**	ignition
Red Hot Chilli Peppers - **Universally Speaking**	speaking
Sean Paul - **Like Glue**	likeglue
The Stereophonics - **Maybe Tomorrow**	maybe
Ultrabeat - **Pretty Green Eyes**	greeneyes
XTM ft DJ Chucky - **Fly On The Wings Of Love**	flyon

8181 FILM & TV THEMES	KEYWORD
A Team - **TV Theme**	ateam
Airwolf - **TV Theme**	airwolf
Buffy - **TV Theme**	buffy
Futurama - **TV Theme**	futurama
Itchy & Scratchy - **TV Theme**	itchy
Jackass - **TV Theme**	jackass
James Bond - **Film Theme**	bond
Knight Rider - **TV Theme**	knight
Lord Of The Rings - **Film Theme**	rings
Mission Impossible - **Film Theme**	mission
Muppets - **TV Theme**	muppets
Only Fools & Horses - **TV Theme**	horses
Pink Panther - **TV Theme**	panther
Scooby Doo - **TV Theme**	scooby
Sopranos - **TV Theme**	sopranos
South Park - **TV Theme**	southpark
The Flintstones - **TV Theme**	flintstones
The Godfather - **Film Theme**	godfather
The Good, The Bad & The Ugly - **Film Theme**	ugly
The Simpsons - **TV Theme**	simpsons

Tag Your Phone

Nokia Phones Only

To order text to 8181: TAG and any word of your choice

Express yourself... with a personalised logo on your phone!
It's so easy >> Just text TAG and any word of your choice eg:

TAG SARAH — send to 8181 — Sarah

FONTS >> Choose from a range of fonts:
Add the chosen font number to the end of your message.

0	1	2	3	4
Dave	Tiger	Flava	Mike	Sarah
TAG DAVE 0	TAG TIGER 1	TAG FLAVA 2	TAG MIKE 3	TAG SARAH 4

EMOTICONS >> Add from our range of emoticons:
Enter the letter in brackets, before or after the word you select.

(B) (C) (D) (E) (F) (G) (M) (N) (O) (P) (R) (S) (U) (Z)

8181 TAG 'MIX' COMBO

For an instantly original mobile order an 8181 TAG MIX COMBO. Simply text **MIX** and any word of your choice to **8181** and we'll send you back your tag with a random font and emoticon from our groovy selection. The easy way to be individual.

MIX DAVE — send to 8181 — Dave

HANDSET COMPATIBILITY: Text ordering works with: **Ringtones/Picture Messages:** Nokia 2100, 3210, 3310, 3330, 3410, 5110, 5210, 6100, 6310i, 6150, 6590, 7100, 8210, 8310, 8810, 8950, 8890, 8910, 9110, 9210, 9210i; Samsung R200, R220, R210, N500, N620. **Polyphonics/Images/Java Games:** Nokia 3510i (Polyphonics and Java Games), 3650, 6100, 6310i (Polyphonics only), 6610, 6650, 6800, 7210, 7250, 7650; Samsung T400, S100 & V200 (Polyphonics & Images only); Sony Ericsson T300, T310, T610, P800 (Polyphonics only. Send phone make as Ericsson). **Tag/Mix:** All Nokia handsets.

TERMS AND CONDITIONS: All items cost £1.50 each (*except Java Games which are £3.00 each). Sent text messages and WAP access will be charged at your normal operator rate. Pre-Paid users will not receive the download if there is not sufficient credit on the phone. Errors billed. To download Polyphonics, Images and Java Games you must have WAP enabled. All information and pricing correct at date of print but may be subject to change without notice. You must be 16 years or over to use this service and have the bill payers permission. iTouch may contact you with offers or information by SMS, email or post. Please contact Customer Care to unsubscribe. Customer Care: 0871 200 3981 (national rate). All services provided by iTouch UK, 57-63 Scrutton Street, London, EC2A 4PF. See www.txt8181.com for full terms and conditions.

www.txt8181.com

REVIEWER

Joel Snape

OUT: JANUARY | **FORMAT:** XB | **PRICE:** £40 | **DEVELOPER:** ROCKSTAR | **PUBLISHER:** ROCKSTAR | **SPECIAL FEATURES:** CD RIPPAGE | **OTHER FORMATS:** PS2 | **CALL:** 01753 854444 | **PLAYERS:** 1

Factpack
The stuff you need to know...

Weapons	20
Islands	6
Unique Jumps	200
Hidden Packages	200

Most pedestrians don't react if you give someone a hoofing on the floor. Tsk, eh?

Muggings, murder, **pizza delivery** – all in a day's work...

GTA Double Pack

A Life of Crime

Minor crimes – like carjacking someone in view of a cop – get you a single wanted star. Offing people and shooting at police gets you two – then you need to hide.

▲ The most basic sort of thuggery – kicking someone's head in for a paltry $50. What's the world coming to, eh?

▲ From there, it's a slippery slope until your first shootout with the law – but they'll end up calling for backup...

▲ And after that there's the inevitable chase, probably followed by hundreds of fatalities and you getting shot by a helicopter.

Only on Xbox!

▲ Smash a fire hydrant with a van, and you get a spray of water up against the screen – then the drops trickle down. Lovely.

▲ The effect's much the same when it starts raining, and it's as though you're watching through a dropletty camera lens.

Xbox owners! PS2-loving-mates been mocking your stupid quick-release joypads, the way it resets if you unplug the TV cable and your lack of a *GTA* game? Well, good news – we can't help with the first two, but Bill Gates's flapping bankroll's ensured that you can still get your criminal kicks.

First of all, though, if you've got a PS2 *and* an Xbox, take it easy. The *GTA* versions are almost exactly the same, so there's no need for even nutso collectors to splash cash on the new one. The graphics are improved, although you'd need a magnifying glass to tell the difference, apart from little touches like rain splashing the screen. The main upside is that it's now possible to rip your own tunes to the Xbox as a radio playlist, so if you ever get sick of *Emotion FM*'s vast selection of warbly '80s pop, you can replace it with something a bit more up-to-date.

RETRO FIT

It's tough to criticise Rockstar for not bothering with more changes, but it's a shame they couldn't have put some of *Vice City*'s improvements into *GTA3* – it feels a bit weird going back to a game where you can't jump out of moving cars or shoot out people's tyres any more. Even more disappointingly, there's still no online play – maybe Xbox simply couldn't handle it, but *GM*'s crustier members of staff still have tear-jerking memories of petrol-bomb-flinging deathmatches in the PC version of *GTA2*.

LIVE DANGEROUSLY

Second of all, if you've got an Xbox and you don't know what *Grand Theft Auto* is – what's the matter with you? It's arguably the best game on PS2, where you start from scratch as a hired gun and work your way up the criminal ladder until you're the don, the daddy, the capo di capo of crime. The missions are great, but the real

▲ The cleaver's new for the *Vice City* tool shop – along with the hammer, screwdriver and baseball bat.

▲ Targeting's much easier in the second part, thanks to the handy reticle that pops up over cops and crims.

▲ Kent Paul's the geezer from Saaf Laandan. He originally ran the comedy *GTA* spinoff website.

I Love the 1980s

Comparing *GTA3* to *Vice City*, it's easy to see that the era of plastic earrings, pixie boots and Blondie was the best decade ever.

▲ In 2000, you get sassy ginger hookers with Noo Yawk accents. Bah...

▲ ...But in the '80s, you meet feisty ladies like the Colonel's daughter.

▼ In Liberty City, everything's grimy and you wear a battered leather jacket...

▼ ...Vice City sees you in nice pastel slacks with loads of neon and sunshine. Winner: '80s.

The Best Bit

Getting your first weapon and clubbing a gangster to death. Then nicking his car!

GAMING MASTERPIECE

Softography

These guys have also made...

GTA Collector's Edition	80%
State Of Emergency	77%
Midnight Club 2	91%
Smuggler's Run 2	81%
GTA London 1969	74%
Midnight Club	78%

fun's in the detail – when you're sick of whacking chefs with hammers, you can simply cruise around looking for trouble, answering phones and searching out the dozens of hidden packages for fun and quick cash. Of course, you can always just go gun-toting nutso and bring down the cops, and we frequently do – there's nothing like facing down the Liberty City SWAT with a sniper rifle to get your blood up. *Vice City*'s the same only better, adding buildings you can buy for your criminal empire, an improved targeting system, Ray Liotta and (finally) army attack choppers to pilot, plus setting the action back in the Eighties.

...there's nothing like facing down the Liberty City SWAT with a sniper rifle to get your blood up...

MUST HAVE

If you've never played *GTA* before, you *need* this double pack. Both instalments have got more fun packed into them than a day at Alton Towers with Batman, and together they're an unbeatable combo. If you've just bought a PS2, there's no reason you shouldn't get the slightly cheaper boxed set. Either way, have fun, and next time your 'mates' have a pop about Xbox, just ask them how much their multitap cost. Happy thieving!

Talk of the Town

Vice City's full of some dodgy-looking '80s chancers and some famous faces. This is the Colonel...

...Whereas your scumbag lawyer is clearly based on one of the characters that appears in the film *Scarface*.

The character of Sonny is actually voiced by Michael Madsen, of *Reservoir Dogs* fame.

And then there's Lance, who's a little bit like *Vice City*'s version of Eightball from *GTA3*.

Look at all the posters There's even a *GTA3* one in your Vice City hotel room.

Get in Gear

It isn't just cars in *Vice City* – Check out the transport available to the discerning 'jacker.

▲ Scooters – crap, slow, and often tuned to Emotion FM. No match for the mighty PCG6000 bike.

▲ Buggies – almost impossible to topple over and destroy, even when you jump off rooftops. Sweet.

▲ And you finally get a go in an ice cream van. No handing out poisoned choc ices, though.

Judgement

GRAPHICS Sharper than on PS2. There's still some pop-up scenery, but it's all lovely to look at.

GAMEPLAY More variety than a box of Quality Street, with multiple ways to complete missions.

LIFESPAN Finding everything would take about three days if you didn't eat or sleep.

Two of the best games ever, stuffed into one beautiful packet. It's like criminal heaven in less space than a shoebox.

Overall 95%

Going Straight

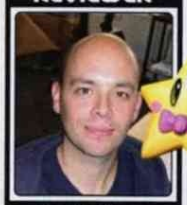
You don't have to go round battering people all the time, of course – there's plenty of other stuff to do.

▲ Each game's got 100 Unique Jumps to discover – some need extra-speedy vehicles.

▲ Get in a cab and you can pick up fares – it's like a mini version of *Crazy Taxi*.

▲ Or take the law into your own hands after you've commandeered a SWAT van.

REVIEWER



Jes Bickham

OUT: NOW | **FORMAT:** GC | **PRICE:** £40 | **DEVELOPER:** HUDSON | **PUBLISHER:** NINTENDO | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 020 7271 6680 | **PLAYERS:** 1-4

Mini Mania

Mario Party's like having 70 games in one, including four-player free-for-alls, team games, and three-on-one gang-ups. Here are our favourites.

Slide down a hillside and try to pop the other three players' rides. It's interesting, hectic and brilliant fun.

Hotel Goomba **sees you all racing to the third floor of a hotel, but it's tricky; you'll have to puzzle your way through.**

Pushy Penguins **is insane. A giant tide of penguins comes towards you, and you've got to avoid being swept into the sea.**

Board Stupid

There are six different boards and they all have a different difficulty, related to their layout and their events and obstacles. *Toy Dream* is the simplest, but *Future Dream*'s teleporting makes it a more challenging prospect.

▲ ***Pirate Dream*** **is set in a waterfall-sporting cave. It's really quite pretty and one of our faves.**

▲ ***Undersea Dream*** **is another cracker, featuring a friendly whale and a sunken ship.**

Mario and chums return for a **fifth roll of the dice...** care to party?

Mario Party 5

Never played a *Mario Party* game before? All you need to know is this: it's a boardgame, but on your GameCube. You make your way around several themed boards attempting to garner Stars, and each turn ends with everyone playing one of 70 minigames. That's pretty much it. Simple, eh? Yes. But if you've got three friends, it's also a hell of a lot of fun.

GOOD LOOKING

The good news for *Mario Party* veterans is that this is much, *much* better than the lacklustre *Mario Party 4*. Last year's entry into the now-venerable series was let down by tedious board design (they were mostly symmetrical and, well, flat) and too many infuriating events (such as the monkeys that flung you in a random direction. Grr!). This year, the boards are deliriously 3D, full of visual flash and charm, and developers Hudson have fashioned a much more exciting game than before.

The biggest change is the inclusion of 'capsules'. Instead of buying items from shops, you get capsules dispensed for free at certain places, and the many types of capsules all have a different effect (although many boil down to snatching coins and stars from opponents). You can either pay to use a capsule or 'mine' a board space with one for free, leaving a nasty surprise for whoever lands on it. It's a great addition to the game and means more now happens in a given turn.

PARTY ON

The minigames have reached greater heights of sophistication too. While some are plainly rejigged oldies, there are loads of brand-new ones. Our favourite is *Tube It Or Lose It*, with one player riding a spiked ring down a snowy mountainside trying to pop the opponents' inner-tube-sledges. Great fun.

And that about sums up *Mario Party 5* – it's a real multiplayer hoot. But beware – it's really quite boring for the lone player. Other than that, it's a brilliant use of those four controller ports on the front of the GameCube.

The Best Bit

Using a capsule event to spring a nasty surprise on an opponent, stealing their coins or stars!

▲ **This is our favourite *Mario Party* since *Mario Party 2* on the N64. It's also by far the best-looking.**

▲ **Don't even think of playing *Mario Party* unless you've got some friends to play with you.**

Softography

These guys have also made...

Zelda: The Wind Waker	97%
Mario Kart: Double Dash!!	95%
Super Mario Sunshine	95%
Mario Party 4	69%
Pikmin	90%
Super Smash Bros. Melee	94%

You can play the minigames on their own and not bother with the actual board-game.

Judgement

GRAPHICS Basic but colourful – although the boards look brilliant now they're in fancy 3D.

GAMEPLAY Polished, and the minigames are more sophisticated. But it's still just a boardgame.

LIFESPAN If you've got three friends who love *Mario Party*, this'll keep you going till *MP6*. Otherwise...

Mario Party's back on track and the mini-games give great value. Not much fun on your own, but a great laugh with your mates.

Overall 80%

OUT: NOW | FORMAT: XB | PRICE: £40 | DEVELOPER: INEVITABLE ENTERTAINMENT | PUBLISHER: VIVENDI UNIVERSAL

So you've got Sting the sword. It's a bit better than your stick, but not much.

Sneaking past the trolls. Don't step on the leaves – sorry, we mean the gold.

The Hobbit

Somewhere **underground** a famous author must **be spinning...**

***The Hobbit*'s the one for those who want to keep up with the Bagginses, but can't be arsed to carry around a breezeblock book. It's still a bit beardy, there are trolls and stuff, but it's all a bit easier to get into than *The Lord of the Rings*.**

But where EA's latest *Ring* is all hack-and-slash blockbuster excitement from the off, you'll be struggling to stay awake after trundling around the Shire in *The Hobbit*. First you have to meet the dwarves in the boozer, but not before collecting a hammer and some nails and picking up eggs and sausages for your journey. It's like a boring *Zelda* with rubbish platform bits.

Then you get to fight some wolves with your big stick and, as you can imagine, Bilbo – who for some reason looks like a small Ron Weasley – is not a great warrior. He has one slow slash move at the start, which is upgraded to – wait for it – two slashes and so on. Amazing. Later on you'll get a blue sword, but it's still just a case of bashing X for a crap scrap.

GOLD RUSH

But of course Bilbo is really a burglar, so there are some sneaky bits where you creep past trolls, spiders and Smaug the dragon. Step on the troll's gold and you'll be spotted, but it took us 30 minutes to work out that what looks like leaves is actually supposed to be gold.

Yes, the fact that this looks like a dumb N64 platformer doesn't help, but really such a great book deserves better than this piffle.

Sticks, Stones

It all kicks off with a big *Return of the King* slashathon, but the fight turns out to be just a dream. So it's back to fighting with the stick – sigh. You'll get your sword back and, of course, you'll get to slip on your Ring.

That stick's even bigger than him. Bilbo is actually smaller than the dwarves.

You can go into a kind of first person view and lob stones at evil creatures.

Those ropes disappear, so be prepared for some excruciatingly painful pad-breaking platform moments as Bilbo falls to his death. No, don't say "Ahhh".

Judgement

GRAPHICS It's been covered in N64 mud! Really this looks as if it could have been made in 1996.

GAMEPLAY Boring platform leaping mixed with some basic fighting and rubbish stealthy bits.

LIFESPAN Can you really be bothered to find Gammer's quilting needle? Thought not.

A dreadful-looking platform stealther that seems dated already. Another poor Tolkien effort from Vivendi.

Overall 45%

REVIEWER: Tom East

OUT: NOW | FORMAT: PS2, XB | PRICE: £40 | DEVELOPER: WARTHOG | PUBLISHER: VIVENDI

Your wingmen come in handy for battles – you can give them orders using the D-pad.

You've got an array of dodge manoeuvres, including rolls, to get you out of the line of fire.

Battlestar Galactica

Starbuck and **Lieutenant Boomer** are back – and as **boring** as ever...

Space is the most boring place to visit ever – except perhaps Iain Duncan Smith's house if he were to ever have Alan Shearer round. And to be fair, *Battlestar Galactica* was never much cop, mostly watched by sci-fi fans who'd exhausted all their *Star Wars* videos and were happy to watch a team of tan-suede-jacket-wearing jokers trying to find their way back to Earth.

TOUGH LUCK

So we didn't hold up too much hope for the game. But while this space shooter isn't much cop, we didn't expect it to be this tough. In fact, it's left us jaded and – well – furious, really.

The source of our frustration is the fact you can't save in between sections. Die during a level and you have to do it all again. Which wouldn't be so bad if the game didn't involve so much identical blasting and drifting through the aforementioned boring space. Things get a bit better when you get to pilot different ships, but missions don't vary much from 'destroy this', 'protect that' and 'whoa – what are you doing? You don't want to crash into that'. Unspectacular and tough – we'd rather spend our time watching the whole *Battlestar Galactica* series, wearing a tan suede jacket, and thumbscrews...

Keeping the Raiders away from the Battlestar is a tough first mission – and it just gets harder.

Judgement

GRAPHICS It looks pretty good, although the ships and explosions aren't the most impressive.

GAMEPLAY Shoot things. There's some strategy – dogfights and wingmen – but it's not that exciting.

LIFESPAN Die and you need to start the level again, so it'll take you a while to complete.

Frustrating, with objectives that are often unclear. It isn't an awful game, it just doesn't have much in it to keep you playing.

Overall 58%

You start off small, but soon get your mitts on the Colonial heavy bomber and Cylon Raider.

REVIEWER: Kath Brice

REVIEWER

Robin Alway

OUT: NOW (JAP) 13TH FEB (UK) | **FORMAT:** PS2 | **PRICE:** IMPORT | **DEVELOPER:** SQUARE ENIX | **PUBLISHER:** SQUARE ENIX | **SPECIAL FEATURES:** MEMORY CARD | **OTHER FORMATS:** NONE | **CALL:** 020 7291 5100 | **PLAYERS:** 1

Phat Walk

Only *Dynasty Warriors* matches this game in its fascination with costume drama. There are 46 Dress Spheres in total, and getting the most from your leggy trio means clothing them in complementary uniforms. Kinky.

▲ The Garment Grids do give you some motivation for changing professions half-way through.

▲ Garment Grids are the cards that hold the Dress Spheres. Each card has an attribute bonus that lies between different forms of dress.

▲ Completing missions and gaining new Dress Spheres is one of the main drives of the action. Here we've discovered the Gun Mage costume.

No fantasy **is an island.** Which is why Square Enix have coughed up this atoll-shaped **semi-sequel...**

Final Fantasy X-2

Status Nimble

Dishing out status ailments like sleep, darkness and confusion are still essential for victory.

▲ Yuna does her funky Darkness Dance and suddenly the fiend can't see a thing.

▲ This time, there aren't any weapons upgrades, just lots and lots of protective jewellery.

▲ Because the battles are more pacey, you really need to know your 'eye drops' from your 'soft'.

What's so special about 10 to – the time, that is, rather than the game? Answer: nothing. It's a non-event. A period of the day that bridges the gap between going to the bog and sitting back down again to watch Emmerdale. While it'd be a massive slur to compare this game to such a hole in our 'on-the-hour' approach to life, Final Fantasy X-2 has to be seen as what it is. At best a continuation of one of the most compelling stories told on PS2. At worst, a glorified add-on disk.

The return of Yuna in the hottest hot pants this side of the Cheeky Girls' metallic arses is, of course, welcome. And you'd have to be dead not to get the odd tingle at the thong-revealing micro mini of Rikku. Even new girl Paine has her moments in a gothic rockabilly kind of way. So, sex appeal it's got in Chocobo feed-bucket proportions. In the realms of gameplay, though, it's a very different fish from the previous Sin-harpooning antics.

Softography

These guys have also made...

Final Fantasy 7	93%
Final Fantasy 8	95%
Vagrant Story	93%
Parasite Eve	80%
Kingdom Hearts	86%
Final Fantasy 10	92%

BEEN MISSION YOU

We've already assumed a level of insider knowledge with this review. The reason? Well, if you're new to the series this isn't the best place to start. The game's mission-led structure may seem like a comfortable in-road, but the learning curve's steeper than Patrick Stewart's forehead. The Active Time Battles return, but with the rev counter slapped into the red. The result's a hyperactive flurry of menus that'd cause a black belt in silver service to pleb out. There are even moments when you're called upon to pull *Overdrive*-styled special attacks with one finger while giving orders to other team members with your thumb!

FASHION WAGON

The second big departure for this PS2 variant is the inclusion of the Dress Spheres. The whole game has elements of *Charlie's Angels* dripping from every colourful screen, and no more so than

In Your Element

The Japanese have a different approach to what elemental attacks are best for what elemental creatures. Here's a basic guide to get you straight to those critical hits.

▲ Fire attacks have a wide range of effectiveness, but they're best against ice creatures. That's ice, not water... See the difference?

▲ If you want to zap a watery beast, then your best bet's thunder. It'll also monkey with the internal workings of any machine.

▲ Here a bunch of Red Elementals get cooled down with some concerted ice attacks. Knowing each fiend's weakness is essential.

Wander Full

You get to recover a lot of ground in this game, but there *are* subtle changes to each location.

The Moon Flow is pretty much the same as ever, although you do get an opportunity to scoot about flogging tickets to strangers.

The Calm Lands aren't as calm as they once were. Marauding machines and the Al Bhed driving hover vehicles.

Hit the ice plains the other side of Macalania Forest and you'll find O'aka on the run from debt collectors.

with our heroines' seemingly (ahem) bottomless wardrobes. Anyone who's currently playing *Final Fantasy Tactics* on GBA will know the score. At any point in the proceedings you can switch between characters' jobs. Same here. Tap out a few commands mid-scrap and Yuna'll transform from magnum-wielding Gunner into a TLC-dishing White Mage.

> ...either you focus on **one profession** and stat it up **to the max,** or you become a bit of a **flabby all-rounder...**

Familiar Faces

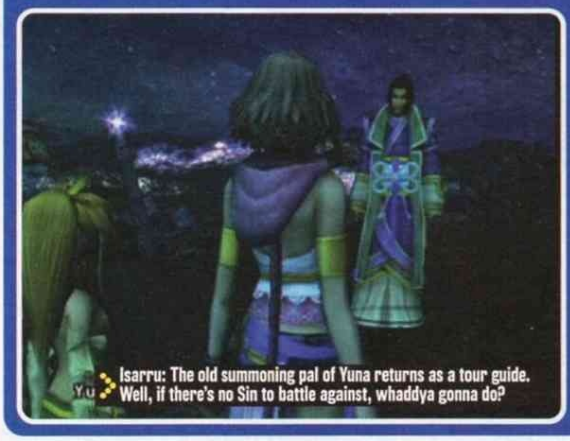
During this new journey through Spira, Yuna and her team continually bump into old faces from *FF10*. This means there's a lot of catching up to do for those who haven't played the previous game.

▲ Brother: He's an ex-member of the Al Bhed but is now a sphere hunter.

▲ Wakka: He and Lulu have returned to Besaid Island to start a family.

▶ O'Aka: The cockney salesman returns but makes himself scarce as soon as you meet him. Hunt him down to complete one of the missions.

Displaying profile.
O'aka
More properly known as O'aka XXIII.
After a brief retirement from the peddling business, he returned to work with the coming of the Calm.



Isarru: The old summoning pal of Yuna returns as a tour guide. Well, if there's no Sin to battle against, whaddya gonna do?

Cid: It wouldn't be a *Final Fantasy* without him. Old slap-head returns in a mission that takes you back to Zanarkand Ruins.

▲ This gives you another chance to experience all the atmosphere – and weirdness – of the *FF10* universe.

▲ Instead of Blitzbal, you get to play this combo of mental arithmetic and Othello as a mini game.

Factpack

The stuff you need to know...

Dress Spheres	27
Missions	35
Central Characters	3
Boss Battles	48

Unlike Tidus of *FF10*, Yuna can spring across obstacles. Trust us, though, she's no Lara Croft.

FEEL THE POWER

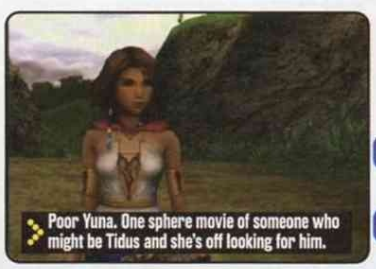
But access to all these transitions comes at a price. Either you focus on one element, one profession and stat it up to the max, or you become a bit of a flabby all-rounder. Power-ups for each profession do arrive at a healthy rate but, as far as fresh tastes go, that's your lot. The majority of locations are identical – plus a lot of them have been trimmed to increase the pace of play, resulting in a much briefer experience this time.

Which begs the question, is there enough here to warrant parting with yet more gil? If you stuck with *FF10* to the final fade of Tidus from screen, then it's a yes. If you've no idea about how important that final 'fade' was, then we say rest up and save your RPG energies for *FF12*. You're gonna need 'em.

There are a lot more of the Hypello race about this time round.

The Best Bit

Completing a mission, getting another hazy looking movie sphere and piecing together the next part of the story.



Poor Yuna. One sphere movie of someone who might be Tidus and she's off looking for him.

There are a lot of new factions in the world of Spira. Gippal here is one of the bosses.

Judgement

GRAPHICS Lush, felt-tip bright and incredibly well designed. Happy eyes are here again.

GAMEPLAY A lot more pacey than before, but still not the free exploration we're hankering for.

LIFESPAN You won't be putting in the hours of *FF10*, and yet this remains a non-dip-in, dip-out game.

Love *FF10*, love this. If you're coming to it fresh, though, be warned. This game assumes you're an old hand from the start.

Overall

83%

REVIEWER

Tom Mayo

OUT: NOW (US) | **FORMAT:** PC | **PRICE:** IMPORT | **DEVELOPER:** SQUARE-ENIX | **PUBLISHER:** SONY | **SPECIAL FEATURES:** ONLINE ONLY | **OTHER FORMATS:** PS2 | **CALL:** 0207 859 5000 | **PLAYERS:** 1

Get a Job!

When you hit level 18, you can even do a quest allowing you to take on an additional subjob, potentially adding spells to your warrior, for example.

The Warrior's responsibility is to keep the enemy occupied, deal out damage, and not to let other party members get hurt.

The White Mage's role is to stand back, heal the Warriors, and make sure no-one dies. Everyone loves White Mages.

Thieves can deal decent damage themselves, and also earn the party more money and items from battles.

Cash in Hand

The Auction House is the main way of making money in the game, and simply involves selling items you have plundered or synthesised to other players in an open auction. You can then use the money to buy other items.

▲ It looks a bit dull, but careful manipulation of the Auction House can reap tremendous rewards.

▲ Aw, bless him. The Mog looks after your house, tells you what items you've sold, and so on.

It's *Final Fantasy*, but **not as you know it.** Unless you **already knew** this one was based on *EverQuest*...

Final Fantasy 11

If you've been looking for an excuse to dabble in one of them thar Massively Multiplayer Online RPGs, just to see what all the fuss is about, but have thus far limited yourself to more conventional console RPGs like the *Final Fantasy* series – we've got some marvellous news for you.

Take the addictive, massively multiplayer RPG stylings of *EverQuest*, then pour liquid *Final Fantasy* all over it, and you've got one of the most mind-bogglingly playable RPG experiences ever.

CAREER MOVE

After choosing your starting race, job and home nation, you are thrust into an extraordinarily detailed, thriving online world. You can change your job at any time, from, say Warrior to Thief, and later on (at level 18) you can even combine two jobs in a limited way. You'll want to stick with one to start with, though, and preferably something your race doesn't suck at (lumbering, sturdy Galka haven't got many magic points, whereas tiny turnip-a-like Tarutaru don't have the hit points to make effective front-line fighters).

It's actually a rather complex business, and a lot of the detail is left up to players to discover for themselves, and then share if the mood takes them. Nations jostle for dominance as the adventurers from each live and die by their swords and spells, and forming a party of complementary jobs and skills is absolutely key to success. Dozens of quests, and more crucial plot-related missions, drive you onwards, as does the promise of being able to adopt advanced jobs later on, with brand new powers and special weapons.

BRAVE NEW WORLD

It's brilliant. It genuinely is. It looks beautiful, you can go fishing, craft items, even learn to cook food that boosts your stats. There's a huge world to explore, but it's a harsh mistress, and you need to play it a hell of a lot to really get the most out of it. Give it time and patience and you won't need to buy another game for months, if not years.

Remember, though, that to subscribe to *FF11* you'll need a credit/debit card and – crucially – a valid American postal address, until the UK release some time in 2004.

▲ This little fellow is synthesising – using special crystals to make armour, weapons and even food!

▲ Woo! Chocobos are staple fare in *FF* games, and yes, before you ask, you can ride them. At level 20.

Softography

These guys have also made...

The Bouncer	72%
Parasite Eve	80%
Vagrant Story	93%
Final Fantasy 6	90%
Final Fantasy 7	93%
Final Fantasy 10	92%

Our lovely Mithran Thief is one of our proudest creations.

GAMING MASTERPIECE

The Best Bit

Every RPG player knows the sublime sensation of levelling up. Ahhhhhh...

Judgement

GRAPHICS Compared to, say, *EverQuest*, it's a work of art. Beautiful design, and runs smoothly.

GAMEPLAY It's addictive in the same way the sun is on the warm side. Fantastic.

LIFESPAN We can't think of any other game that could potentially last longer.

If you have even the slightest interest in MMORPGs or *Final Fantasy*, we strongly urge you to find an import copy somewhere.

Overall 92%

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7250	D
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7650	F
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REVIEWER

Tom East

OUT: 2ND JANUARY | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** STUDIO 33 | **PUBLISHER:** SCEE | **SPECIAL FEATURES:** NETWORK ADAPTER | **OTHER FORMATS:** NONE | **CALL:** 08705 998877 | **PLAYERS:** 1-16

Crash Barriers

In the Championship mode your way upwards will be blocked by the arenas, big destructo-fests that you'll need to master before moving on up.

The Colosseum is the climax of the first level. Here you'll learn to smash others into the walls using your nitro. Get in!

Barring the way to the third contest is the lovely Titan arena. Hung in air and made of glass, there's nowhere to hide.

Lastly in the Championship mode comes B-Movie, an arena that's all about pushing people off and watching them fall down.

▲ In head-to-head the game loses some of its appeal. Stick to single-player and online for the best results.

Arcadey fender-bending **on a global scale.** But is it worth **forking out** for it without the network adapter?

Destruction Derby Arenas

Rounding the corner into the last straight in our shiny stock-car a smile spreads across our face. Then, in an inch-perfect twist of fate, some punk behind us turns on the nitro, nudges us into the barrier and leaves us a burnt-out wreck of a man as he takes the chequered flag. Welcome to *Destruction Derby: Arenas*.

NET GAINS

Anyone who's had a pop at *Hardware: Online Arenas* will be familiar with the concept. Basically, you're going to get the most out of this with a network adapter and a willing gaming community, or else you'll find a frantic, but painfully short experience. With the boyish, bashed-in good looks of the arcade about it, and fuel-injected effects straight out of *2 Fast 2 Furious*, you'd be forgiven for getting pant-wettingly excited about this. Control yourself, though, because, while there are plenty of car upgrades and arenas to unlock along the way, it only comes alive with plenty of bad losers online.

SMASH & GRAB

The basic structure goes something like this: pick a cartoony character, play through three races, gaining points from smashing stuff or winning, then proceed through to an arena where all hell breaks loose. By the end of the four championship levels you'll be tooled up and ready to go head-to-head with 16 others online, but it lacks the tactical and weapon-enhanced pleasure of *Hardware*. There's just not enough of a game here to justify a higher price than its camouflaged cousin.

Die You Mothers!

Destruction Derby may look like a panel-beater's dream, but look closely and you'll really only find two ways to do away with people.

▲ A timely nudge over the edge will rid you of an opponent and net you some points.

▲ Boost or smash into enough people and their battered car will explode right before you.

Get bashed over and you'll respawn. Not before someone smashes into you again.

The Best Bit

"I think you'll find that I saw that space first". Parallel parking, *DDA*-style.

This happened entirely by accident. We blew up soon after. Looked good though.

Every imaginable scrape and crash are possible here. It's best not to hold back.

Judgement

GRAPHICS Slick and lively for single-player and online, but a bit disappointing in the two-player.

GAMEPLAY Excellent bonnet-bending fun. Huge online potential for those who don't like guns.

LIFESPAN Unless you're networked up it's short, but has a distance on *Hardware*, to be fair.

We like this. Quite a lot. But it doesn't really make it as a standalone game without the allure of bashing up real people online.

Overall 72%

REVIEWER

Geraint Evans

OUT: NOW (US) SPRING (UK) | **FORMAT:** GBA | **PRICE:** IMPORT | **DEVELOPER:** INTELLIGENT SYSTEMS | **PUBLISHER:** NINTENDO | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** NONE | **CALL:** 0207 471 6680 | **PLAYERS:** 1-4

Lie of the Land

Getting to grips with the surrounding landscape is of utmost importance if you want to maintain the upper hand over your enemies.

Getting your units to hide in the woods will make it much easier to go unnoticed and avoid enemy attacks.

Mountain ranges are impenetrable by everyone apart from flying units or those travelling on foot.

Look out for damaged walls – you can usually manage to break through these for a surprise attack.

Learning to use the terrain to your advantage is vital if you want to ensure victory on the battlefield.

A **strategy masterpiece** that's just **too hot to handle?** Don't mind if we do...

Fire Emblem

Everybody's been harping on about this game for ages. It's hugely popular in Japan but for some reason it's never been given the old English translation treatment – until now. It's developed by Intelligent Systems, the same team who brought you the GBA's finest games to date, *Advance Wars 1 & 2*, both marvels of strategy gaming.

MAKING FRIENDS

Fire Emblem is very similar to *Advance Wars* in many respects. Turn-based battles make up all the action. You have to move your units across a battlefield and engage the enemy. Just as in *Advance Wars*, some units are better at attacking certain enemies than others, and so careful planning is needed to overcome the opposing forces – however, *Fire Emblem* has much stronger ties with RPGs than *Advance Wars*. The units you start with are the units that you keep throughout the entire game and, as you progress, more and more allies join your party – bringing new skills to be exploited in battle. Also, unlike *Advance Wars*, killing enemies and executing attacks adds a little experience to each unit – combined with better armour and weapons, this helps towards boosting your units' strength as they level up.

ATTACHED

All these extra factors mean it mightn't feel quite as 'pure' a game as *Advance Wars* – but what it lacks in immediacy (there's tons of dialogue to wade through) it makes up for in a feeling of involvement. As your party goes from battle to battle, you learn more about the individual characters and the world you're travelling through and, combined with the wonderful story, you begin to feel far more emotionally involved in the game. Well, more so than in *Advance Wars*, where you're just ordering about faceless military hardware.

Suffice to say then, that this is yet another cracking strategy game for the GBA and we'd even go so far as to say that it's superior to the (also excellent) *Final Fantasy Tactics*. So if you're looking for something long and engaging to get your teeth into – look no further.

Softography

These guys have also made...

Paper Mario	90%
Mario Kart: Super Circuit	95%
Pokémon Puzzle Challenge	88%
Advance Wars	95%
Advance Wars 2	94%

Knock Knock?

In a nice touch, you can enter the buildings in the rather sparse landscapes in order to activate a cutscene.

In this village, you have to enter the buildings to warn the inhabitants of the bandits.

You may be lucky enough to find a new party member, or even cold, hard cash, stashed away.

Between each skirmish you're treated to little cutscenes that further the story.

The Best Bit

Seeing your army snatching victory from the jaws of defeat through careful planning.

Each unit is proficient in fighting certain enemies.

Judgement

GRAPHICS Apart from the nice cutscenes, it all looks pretty rancid to be perfectly honest.

GAMEPLAY Unbelievably absorbing – with a lovely blend of RPG elements and strategy.

LIFESPAN It's a pretty big game, and will take a good few weeks of solid play to work through.

Okay, so it doesn't look like much, but this is definitely in the top tier of GBA games – and is the only real rival to Advance Wars.

Overall 91%

REVIEWER

Martin Kitts

OUT: NOW (JAP) MARCH (UK) | **FORMAT:** GC | **PRICE:** IMPORT | **DEVELOPER:** NINTENDO | **PUBLISHER:** NINTENDO | **SPECIAL FEATURES:** GBA LINK | **OTHER FORMATS:** NONE | **CALL:** 01932 895390 | **PLAYERS:** 1-4

Catch 'Em

You can only catch Pokémon from other trainers if they're evil Dark ones. Having a pop at anything else gets you a stern ticking off, so don't bother trying, you sneaky thief.

▲ Spot a Dark Pokémon during a trainer battle and you can select a Poké Ball from the item menu instead of an attacking move.

▲ Chuck it at the object of your desire. This replaces your current Pokémon's turn, but could net you some seriously cool bounty.

▲ Then there's an animation showing the other monster getting sucked up into the ball. The ball lands at your feet, and you cross your fingers...

Pokémon goes 3D, with a **proper RPG mode** and all the **battle options** you ever dreamed of...

Pokémon Colosseum

Curing with Kindness

All your monsters want is for their Darkness to be lifted. It isn't too much to ask, is it?

▲ Once you've battled enough using your Dark Pokémon, take it to the Celebi shrine.

▲ In a completely free service, the shrine leeches all the badness out of your monster and levels it up too.

▲ Then it's just a normal Pokémon, except stronger and wiser. Plus you can rename it. Hee hee.

It's strange to think Nintendo haven't done this before. After all, *Pokémon* has been around for the best part of eight years now. But this is it – the first proper home-console version of the world's most popular game. Crikey!

Tucked away in what you might at first think is just a GameCube update of the old N64 battle game, *Pokémon Stadium*, is a full 3D *Pokémon* RPG. Now how amazing is that?

Softography

These guys have also made...

F-Zero Maximum Velocity GBA	91%
Zelda: Oracles	96%
Luigi's Mansion	90%
Pikmin	90%

IN THE GAME

You play a Poké-bandit who drives a one-wheeled motorbike around a strange desert world that's about as far removed from the traditional Game Boy *Pokémon* locations as it's possible to get. We're talking hovercars and crazy steam-punk shantytowns here, not leafy meadows.

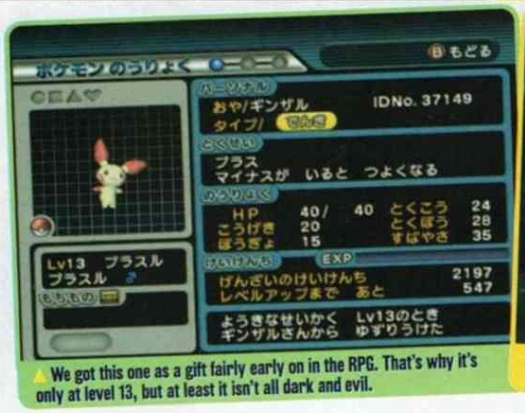
The plot is all about cursed Dark Pokémon that can't be trained like normal ones, and only certain psychic humans can tell them apart from the real thing. Once you've found somebody who can help you spot them, you embark on an epic rescue mission, using a Snatch Machine to grab them from other trainers during battles.

WHERE NEXT?

There are no wild Pokémon to catch in this barren landscape, and you don't actually get to wander around on your own. The playing area is divided into towns, and you just flit from one to another via a cutscene or two.

Do the Monster Mash

There are 386 monsters locked away somewhere in here, although you can only catch around 55 of them in the main RPG. The rest will have to be uploaded or borrowed.



▲ We got this one as a gift fairly early on in the RPG. That's why it's only at level 13, but at least it isn't all dark and evil.

▲ You can have two monsters in your fighting team plus four in reserve, just like in *Ruby* and *Sapphire*. Switching around costs one turn.

▲ You'll get an excellent selection of monsters if you opt for a random team in the battle arena. They'll all be at level 50 too.

Your Mission

The entrance to this construction site is locked, but we'll bet there's some top treasure stuffed inside. Monsters, too.

No doubt the place will become accessible once we've dealt with the quests on offer at this trading outpost...

...Most of which involve battling loads of trainers. Don't they know our Dark Bayleef owns their asses? Fools.

This guy is the boss of the trading town, and he's the man who sets you on the way to opening the construction site. Cheers!

But there's plenty to see when you arrive, such as countless trainer battles and the odd quest to locate items and deliver information that will help put a stop to the antics of Team Snatch – the bad guys.

All of the monsters from the *Pokémon* games so far can be seen during your travels, and that includes the 200-odd classic monsters that couldn't be caught in *Ruby and Sapphire* for the GBA. That you can only catch around 55 of them during the RPG is due to the limited stocks of Dark Pokémon (occasional trainers only have one in their party) and the length of time it takes to revive them and remove the curse.

...to turn a Dark Pokémon back into a normal one you need to keep using it in battle until it's ready to be cured...

Ready to Rumble!

Naturally, the main bulk of the game will be spent fighting. In the Colosseum or during the RPG mode, you'd better get used to choosing your attacks in Japanese!

When a monster is put down for good it gets sucked back into a ball.

You can really see the pain on their faces when they take a massive hit.

And there he goes! He won't be getting up from that one, you know.

Psychic-type moves make screen-warping special effects. Very nice.

Our mighty Bayleef in action. When we removed its Dark curse, it gained seven levels in one pop.

Yeah, right. If you throw teddy bears in against our lot, don't cry when they come back minus an arm.

DARK DAYS

To turn a Dark Pokémon back into a normal one you need to keep using it in battle until it's ready to be cured. There's no quick and easy cure. This means you have to keep switching your party around so every monster gets an equal amount of use, and *Pokémon* veterans will know how time-consuming this can be. You're looking at 25-30 hours for the RPG.

On top of all that, there's the expected update of *Pokémon Stadium*. You can upload your monsters from the GBA versions and battle them in a wide range of tournaments. It's possible to play with all sorts of different rule variations to even out level differences or disable unbalanced moves. You can even go back to the old one-on-one style if you're not too keen on the whole tag-team thing.

Impressive? Definitely. Very heavy on the Japanese text, so only hardcore import fans should bother with it right now. Next March though, expect to be blown away!

Pichu cops one clean in the face, and goes down. Match your monsters so they don't get thrashed.

Factpack

The stuff you need to know...

Total Pokémon	386
Pokémon collectable in the RPG	55
Memory card pages	48
Free memory cards	1

You start with two Pokémon, neither of which is Dark. You'll soon build an army.

The locations are great. Here we've found a real desert oasis of a township.

The Best Bit

We rescued our psychic female companion from inside a sack. Cool!

Down at the Pokémon battle school. She won't let us fight until we're monstered up.

Feel free to walk into anybody's house and watch their TV. You might see yourself on it.

Judgement

GRAPHICS Not very detailed monsters but great locations for the RPG. Pretty good.

GAMEPLAY Classic monster battling and as much as 30 hours of RPG. Nice work.

LIFESPAN When you start uploading monsters you can play the battle mode forever.

You really do need to play this in English to appreciate it fully, but it's still great. Wait until next March for something special.

Overall 88%

OUT: NOW | FORMAT: PS2, XB, PC | PRICE: £40 | DEVELOPER: EA CANADA | PUBLISHER: EA

INTERVIEW
INTERVIEW WITH MANAGER
Mr. Manager, your opponents are clearly more tired than your team. Could that be a decisive advantage today?
Indeed. It's often the little things that decide the outcome of matches. For us, that means that we must make our opponents run. Then time will be on our side.
You can't depend on that. They are well adjusted to each other and have trained appropriately, I'm sure. A good team has to be able to deal with that.
I don't believe that. Our opponents are experienced enough - they can slow the match down. But if we can stop them from doing that, anything is possible.
Select Answer

▲ You have to choose the right answer to interviewers' questions, as upsetting fans can hurt your team's ability.

▲ All the players are in the right places and strips, unless you swap them, like we did with Wayne and £35 million.

Total Club Manager

Ulrika on one arm, **a million quid** on the other – football managing, eh?

Who says games aren't educational? During two matches of *Total Club Manager 2004* we ploughed through four *Harry Potter* books, six months' of old *GM*s and the dictionary, aardvark to zygote.

Which, apart from expanding our already splendiferous vocabulary, taught us that the load times in *TCM* are a bit long. About five minutes long if you decide to run six of the highly detailed leagues. But there are plenty of other ways to play – you can watch results come in or, if you own *FIFA 2004* you can play them yourself.

MATCH POINT

But the slow load screens aren't what spoil *TCM*, it's the weird lack of control. Whereas *LMA* lets you tinker with every part of the formation, here you aren't able to alter your system mid-match. Fine, you can build a school and sort out sponsorship, but we want to be able to plug the holes in our defence when we get three players sent off in one match – something that seems to happen a lot. A mixed effort.

Game Over?

The Football Fusion feature allows you to import teams and games into *FIFA 2004*, letting you play out the matches or try out your hand-picked team. Not that there seems much point as *2004* already has all the features you'd need.

▲ It's a nice idea but you really don't need to own *FIFA 2004* to get the best out of this game.

▲ *TCM* uses the old *FIFA* engine and so looks a little bit rough next to its new cousin.

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Back
PROCEED

▲ Everything from the method of training to the designs on the advertising hoardings can be controlled and changed. Shame about the actual football.

Judgement

GRAPHICS Clean, fairly simple menus, and the chance to watch games on the *FIFA 2003* engine.

GAMEPLAY Injuries and sendings-off all happen constantly while you battle the inflexible tactics system.

LIFESPAN Lots of detail and accuracy with all four leagues and most of the major European sides.

A big database is spoilt by the way the off-the-field business seems detached from the game, with weird RPG-type elements.

Overall 71%

REVIEWER: Alex Cooke

OUT: NOW | FORMAT: PS2 | PRICE: £40 | DEVELOPER: HUDSONSOFT | PUBLISHER: KONAMI

▲ Some walls can be broken – other areas are just full of invisible, shatter-proof barriers. Silly.

▲ Unleash a special move, and you're treated to a weird lightshow that completely trashes Player Two.

Bloody Roar 4

Werewolf? He's over there, **beating up a giant rabbit.** Aha-hahaha!

Four parts in, and it looks as though Hudsonsoft can't think of any more animals. Or at least, that's the only explanation for Nagi The Spurious (special ability – her arm turns into a crab-claw) joining the cast. As for the bloke who drags a little girl around (she can turn into a puppy) – that's not exactly helpful, is it?

TOOTH AND CLAW

Whatever – the animality gimmick is starting to wear off, these days. While *Tekken* and *Virtua Fighter* get more polished with every instalment, *Bloody Roar*'s showing its age, looking grim and dated even next to part three. The combo system's weak and the transformations don't add the tactical element they should to what's basically a B-list button-masher.

You can still hoof people through bits of scenery, but it isn't anywhere near as good as *Dead Or Alive 2*. There's a new career mode, but it's just a boring trundle through endless fights as you 'equip' new abilities like the Perfect Block. If you want a quality beat-'em-up you might as well get *Soul Calibur*, and if you're after animals you can pick up *Bloody Roar 3* for a tenner.

▲ The title isn't joking – it really does get bloody when you're fighting with claws.

Judgement

GRAPHICS Shabby, even compared to the last *Bloody Roar*, although the transformations are nice.

GAMEPLAY Decent enough as a button-hammerer, but nowhere near the depth of, say, *Soul Calibur*.

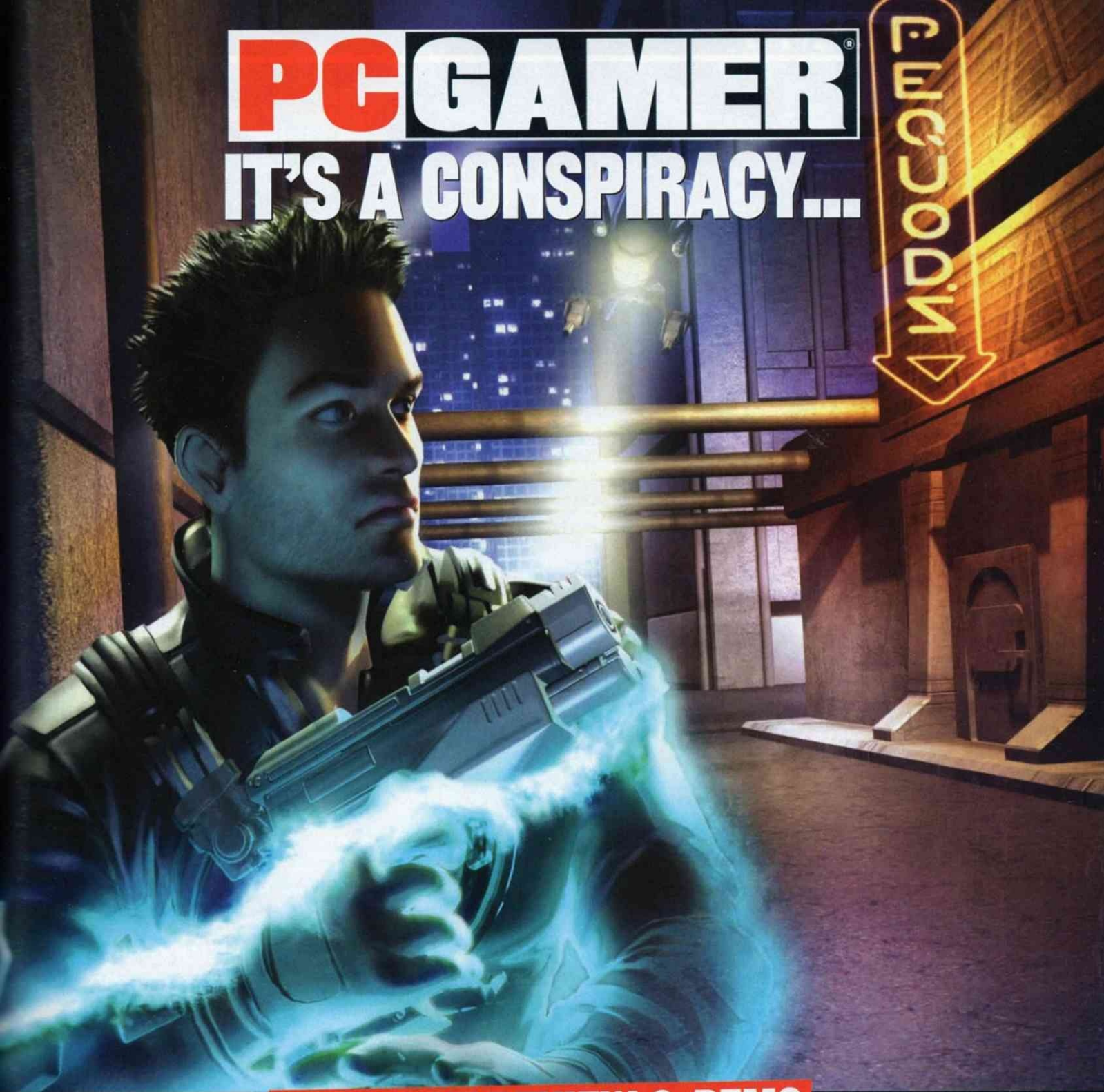
LIFESPAN The career mode adds a bit of longevity, but it isn't much of a two-player gem.

Want fun with injured animals? Stick to kicking the crap out of Panda, or watching Rolf's *Animal Hospital*. This bites.

Overall 56%

▲ You're supposed to juggle your 'human' and 'animal' health, but there's no point.

REVIEWER: Joel Snape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REVIEWER

Dan Griffiths

OUT: NOW | PS2 | £35 | ROCKSTAR NORTH | ROCKSTAR | USB HEADSET | NONE | 01753 854 444 | 1

Not only the goriest, sickest, **most evil videogame** ever, but a **bloody good** one too...

Manhunt

Thrill Kills

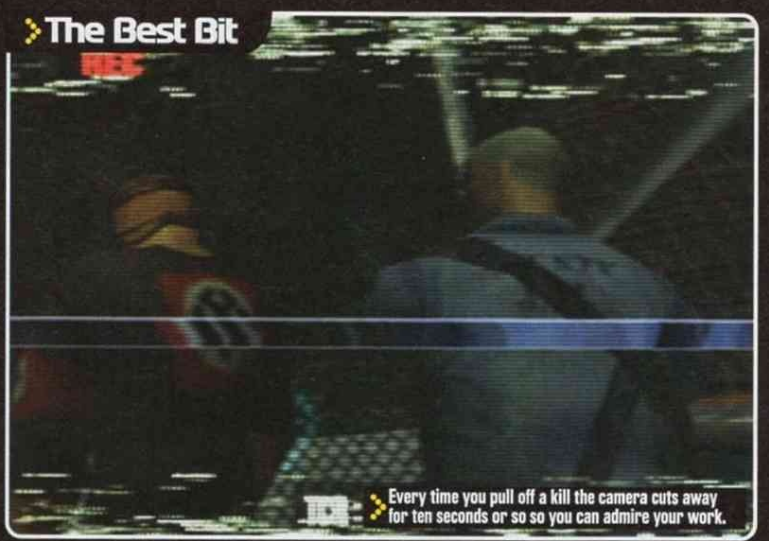
First find yourself a completely unsuspecting target to sneak up on. Your radar will help you to pick one up.

Wait for him to turn around, then sneak up behind him. Wait until your arm raises ready to strike...

It's agonising as you stand inches behind them waiting for your thrill meter to reach red for a 'level three' kill...

Then it's all over. You perform an incredibly gory execution and sit back to enjoy the show.

The Best Bit



Every time you pull off a kill the camera cuts away for ten seconds or so so you can admire your work.

The cut-aways are supposed to show the footage being recorded of your exploits.

See the way the blood gets splattered on the camera? *Manhunt*'s nice like that. Cheers.

Remember the old adage: "Went to a dance at the county jail. Caught my balls on a rusty nail"? Well that pretty much sums up *Manhunt*: bloke escapes death row only to find that things have just got a whole lot worse...

The first thing you'll notice about the *'Hunt* is how obviously it's by the same blokes that made *Grand Theft Auto*. The graphics look the same and the character's animation is veeery familiar.

TRAPPED

But then the next thing you notice is how *unlike GTA* it is. There's no huge 'free' world to explore – instead, you're being channelled along like a rat in a maze filled with bad guys so strategically placed that, no matter how much you want to avoid trouble, you're just going to have to stove their heads in.

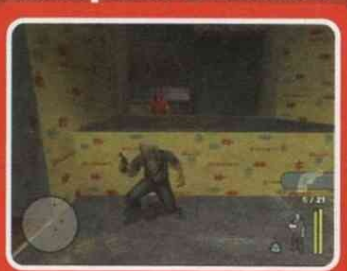
You can just stand toe-to-toe and pump the thwack button – like in *Vice City* – but if you're doing this you're playing the game all wrong. Look. You're trying to escape a sick gameshow and the 'Director' demands that you please him in order for him to open the next area. So you've got to take out your enemies with execution-style special moves.

LEVELLING UP

There are three different levels for every weapon and, if you pull one off, the camera cuts away to show you your kill from multiple angles. A level-one wire kill, for example, is a simple

> "...a level one **wire kill** is a simple **strangulation,** while a **level three** involves sawing their head **clean off**..."

Hospital Scanner



As far as gameplay goes, *Manhunt* is very much like *Metal Gear Solid*. It's all about stealth.

Guards are only visible on your radar if they make a sound, so be prepared for figures to suddenly appear out of the darkness next to you.

Forget the nonsense about the blood and gore – it's all about stealth and running for your life.

The handy 'press up against a wall' feature lets you pop out and blast 'em during the exciting shoot-outs.

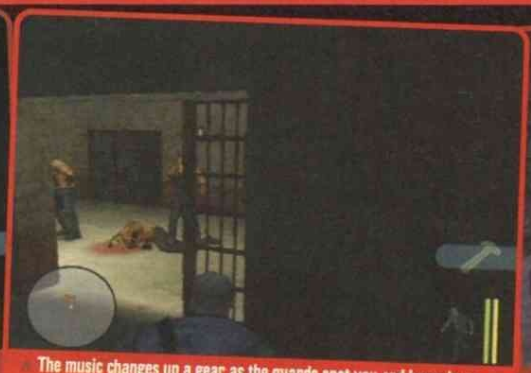
Forget the cheesewire, how about a kill involving a whole cheeseboard? Now that'd be messy.

The escort bits are a welcome diversion. Here you've got to escort a drunk tramp through the level.

Voices in the Darkness

Brian Cox (famous actor bloke) is excellent as the Director, and the huge vocal cast of the gangs mean that the game seldom repeats itself. You'll find yourself asking, "Did he really say what I think he did?"

Our favourite taunt was "watch you don't trip over your dress!" shouted as we ran from a baying horde of baddies with cleavers.



The music changes up a gear as the guards spot you and home in on your location while you cower in the darkness.

If you've got surround sound (a Dolby Prologic 2 decoder and amp) you get the sound coming from all around you.

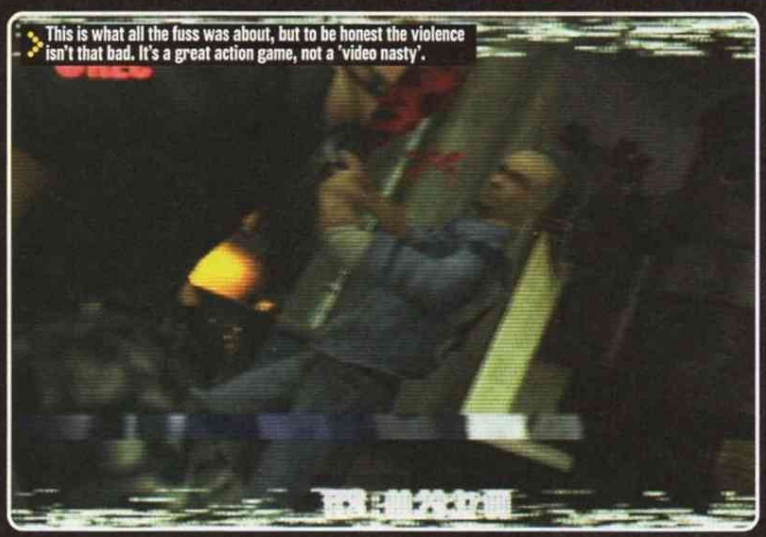
Factpack

The stuff you need to know...

Levels	20
Gangs	4
Levels of Kill	3
Celebs Doing Voices	1

The four different gangs in the game each have their own hunting style, look, dialogue and weapons.

The Wardogs are a bunch of Vietnam vet, gung-ho types – all mouth and no action. Typical.



This is what all the fuss was about, but to be honest the violence isn't that bad. It's a great action game, not a 'video nasty'.

strangulation, while a level three involves you sawing their head clean off. Your Mum's gonna love this...

SURPRISE!

It's no worse than pulling off a special move in, say, *Mortal Kombat*, but somehow it feels much nastier. Perhaps it's because your victim doesn't suspect a thing and was merrily whistling away a moment before you chopped his head off. Weirdly, you're soon not just trying to get through the zones but are adamant that you're going to kill every one of the 'guards' stylishly.

And if you do well, the Director purrs encouragement. He'll berate you if you're going too slowly, or being too clumsy, and praise you if he thinks you're being particularly sadistic. And when the game's residents try to coax you out of your hiding place by clucking like a chicken and casting aspersions on your manhood, it only heightens your resolve to kill them in as unpleasant a way as possible. The voice acting is great, and coupled with the chilling music, this is the best use of sound in any videogame ever.

Manhunt may not be the best *videogame* ever, but it is one of the best game *experiences* ever. Dark, scary and unflinchingly adult in its content and language, it's a real eye-opener as to what games are capable of and how they can make you feel. If you're under 18 then you shouldn't play this game. No way. If, however, you're over 18 and want to play something *totally* different, then you really mustn't miss out on *Manhunt*.

GAMING MASTERPIECE

Softography

These guys have also made...

Grand Theft Auto Vice City	97%
GTA 3	93%
Midnight Club 2	91%
Smuggler's Run 2	81%
Midnight Club	78%
State of Emergency	77%

Head...Set...Fire!

Splash out on a PS2 USB headset (like the one you get with *SOCOM*) and you get another feature...

...The game sound comes out of your TV, but the Director speaks through the headset!

And you don't have to bang on walls to attract baddies. You can now shout and they'll hear you!

Tools of the Trade

There's a sizey arsenal of goodies you can find and put to good use during the course of your killing spree.

The trusty bat. Not only is it effective as a combat weapon, you can do some great special kills with it.

The crowbar is useful as a weapon and you'll need it to prise open certain padlocked gates too.

As the game continues you start to get guns. Of course, pride of place goes to the sniper rifle.

Judgement

GRAPHICS Darker and gloomier than *Vice City* but with a better frame rate and animation.

GAMEPLAY Like *Metal Gear* but with loads of blood and swearing. Scary and engrossing.

LIFESPAN Avoid the extra baddies and go for easy kills and you can plough through it in a weekend.

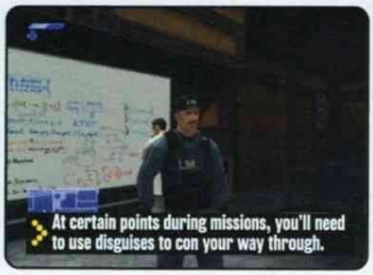
Simple but so very effective. If you're over 18 you should go get what is the most original and gripping game around this Christmas.

Overall 92%

OUT: NOW | **FORMAT:** PS2 | **PRICE:** £40 | **DEVELOPER:** MELBOURNE HOUSE | **PUBLISHER:** ATARI | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** XB, GBA | **CALL:** 020 8222 9700 | **PLAYERS:** 1

Ethan Hunt as the new **stealth-'em-up king?** It's improbable, but **is it impossible?**

Mission: Impossible Operation Surma



At certain points during missions, you'll need to use disguises to con your way through.

Ethan Hunt-er

You gather all sorts of gadgets and weaponry – for instance, you can bug guards, then suss out their patrol patterns on the radar.

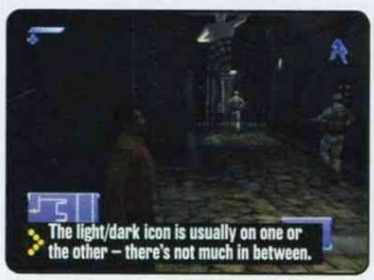
Night vision comes in handy for sneaking, although it's far from the best-looking night-vision effect ever.

To get past security doors that require hand prints, you need to find the right person and force them to cooperate.

It seems it's an impossible mission to get Tom Cruise to agree to having his face featured in a game – what's he worried about? But the fact that the game is based on Ethan Hunt without your character or the missions resembling anything in the film immediately gives *Operation Surma* a low-quality feel.

If you've played *Splinter Cell*, you can't help but think this is just a poor copycat version. It looks decent enough, but the fiddly camera and some jumpy animation mean it has nowhere near as much polish.

Despite this, though, *Operation Surma* is often good fun to play and includes some nifty eye-spy stuff, such as being able to fire tracking devices onto enemies. It's just a shame the whole game isn't as innovative.



The light/dark icon is usually on one or the other – there's not much in between.

Ethan can shimmy around the place and drop down onto the heads of his enemies.

Self-Destruct

Alarms are triggered when you're seen. Silence them within a time limit or it's mission over. When they're sounding, all enemies are on your case.

Judgement

GRAPHICS Pretty average for the PS2. Many levels are bland-looking and the camera is jumpy.

GAMEPLAY Stealth-based, but with more punch-ups and shoot-outs than in *Splinter Cell*.

LIFESPAN Persevere and, with the help of good checkpoints, it should take you about a week.

It does plenty of things right, but it feels rough round the edges and you can't help but compare it unfavourably to *Splinter Cell*.

Overall 69%

REVIEWER: Kath Brice

OUT: NOW | **FORMAT:** XB | **PRICE:** £40 | **DEVELOPER:** ARKANE STUDIOS | **PUBLISHER:** MINDSCAPE | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** PC | **CALL:** 01293 651714 | **PLAYERS:** 1

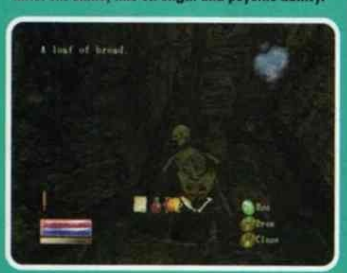
It's about as nice to look at as the **arx end of a donkey,** but looks ain't everything...

Arx Fatalis

Magic Man

Collect runes and you'll be able to cast a wider array of spells – more than 50 in total. They allow you to do things like light fires. You have to make sure you eat and drink – cute pigs are far from safe. You also have a Sam Fisher-style light/dark meter and can hide in the shadows, but the darkness levels on screen and on the meter often don't match.

You earn points that can be allocated to different skills, like strength and psychic ability.



Searching dead bodies will often turn up goodies, such as food and gold coins.

There are a few odd things about *Arx Fatalis*. Mainly, of course, the stupid title, but also that it's a port of a two-year-old PC game that didn't look particularly cutting-edge even then. Now, and on the Xbox, it looks pretty terrible.

To be fair, as a first-person RPG, the visuals don't need to be superb – it just would be nicer if they were. Pick up a chair or brick and it glides in front of you in mid-air, as if it's being elevated by poltergeists. Everything's dark and drab, and enemies look near-identical.

But RPG fans will be pleased with the massiveness of the levels and the number of objects you can interact with. Practically everything can be picked up and thrown or taken with you, and then there are runes to collect that allow you to cast magic. At certain stages you run into a puzzle that requires you to hunt down a certain item. There's a lot of wandering involved – it's going to be too slow for anyone who prefers their games action-orientated.

The lack of visual polish may be poor, but *Arx Fatalis* is perfectly playable. With a shortage of RPGs on the Xbox, it could well fill a void.

Combat is quite primitive. Either keep tapping the right shoulder button or hold it down.

The game handily tells you the identity of the thing you're looking at. A woman? Really?

The local tavern is home to some medieval form of roulette. It's hardly Las Vegas – what do you mean I have to spin my own wheel?

Judgement

GRAPHICS Wouldn't look out of place on the PSone, so very sub-standard for the Xbox.

GAMEPLAY It's a pretty basic RPG, but first-person. Juggle items, level up and do a lot of talking.

LIFESPAN Finding items can be tough and it's a massive game. It'll take ages to complete.

RPG fans will find it perfectly playable, although it's a little sterile and some parts, like stealth sections, are badly implemented.

Overall 55%

REVIEWER: Kath Brice

REVIEWER

Robin Alway

OUT: NOW | **FORMAT:** PC | **PRICE:** £35 | **DEVELOPER:** SONY ONLINE | **PUBLISHER:** LUCASARTS | **SPECIAL FEATURES:** ONLINE ONLY | **OTHER FORMATS:** PS2, XB | **CALL:** 01753 756100 | **PLAYERS:** THOUSANDS

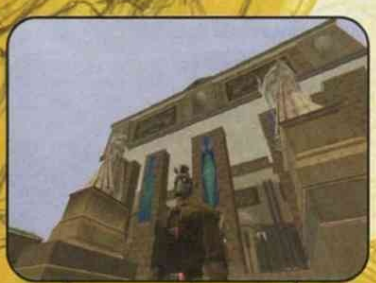
Boba's Your Uncle

The makers claim that there are 'proper' *Star Wars* characters in the game – the likes of Boba Fett and Darth Vader, for instance. We'll have to believe them though, cos the only people we've met have been American gamers calling themselves things like 'Sithra' and 'Jedi Monty' (really). At least they're better looking in the game.

▲ It's fair to say that Darth Vader hasn't been spotted on the ball of sand we were exploring. Which is probably a good thing, really.

▲ Jabba's Palace? Shyeah, right. The nearest we've got is a swift pint of Tarisian Ale in a Canteena on Tatooine.

▲ Far from running into Rancors at every turn, your early play will revolve around fending off small wamp-rats and butterflies.



▲ The graphics are pretty good, but there aren't that many people about – the worlds should start to feel a lot busier once more players get into the game.

It's like ***EverQuest: Star Wars Edition*** – so you won't be **playing Solo...**

Star Wars Galaxies: An Empire Divided

It's a good time to be a *Star Wars* fan. *Episode 3*'s on the way, *Knights of the Old Republic* was RPGenius, and *Rebel Strike* was so gorgeous, we're prepared to overlook the shallow gameplay. So, can the long-promised massively multi-player game deliver on its promises?

except not the one you'll have seen in the films. It turns out that the movies only showed the highlights. Instead, to scrape a living as a wandering wannabe Jedi, you have to first make some cash. So you choose a profession as un-*Star Wars*-like as being an artisan or a scout. And then you go to work. Literally.

FORCE OF NATURE

Yes... and no, is the confusing answer. Coming from the makers of *EverQuest*, it's no shock to find out that it's complicated enough to short out Threepio's circuits. Joining literally thousands of players online, you begin by creating a character – choosing its race and specialities. And yes, you can be a Wookiee.

From there, it's straight into the *Star Wars* universe...

Softography

These guys have also made...

EverQuest	N/A
EverQuest 2	N/A
Planetside	N/A
Champions of Norrath	N/A

TRY HARDER

Sadly for anyone getting started, the manual's all but useless. To learn anything, you just have to get stuck in.

Sure, there's shedloads of potential here, but you'll have to be prepared to invest the rest of your life discovering it. Is it the *Star Wars* game you're looking for? Well, if you're wiser than Yoda and have the patience of Obi-Wan, perhaps.

What's his Race?

The makers joked that you'd be able to play as Jar Jar's race. You can't, as it turns out. Instead, you get a bunch of weirdo aliens to choose from.

The scaly Trandoshan race. Probably not going to do much business in the bar looking like this.

No, not the Ewok. But you can play as the spiky-headed Zabrak if you fancy a bit of Darth Maul.

Wookiees are some of the most popular species being played in the game. Make sure you pack a comb.

Be a Bothan (or a dog-face as we like to call them), and suffer Pedigree Chum taunts.

The Best Bit

Meeting your fellow players and trying to guess what made them choose that particular alter-ego.

Judgement

GRAPHICS Tastier than Queen Amidala, but some of the planets still feel too empty.

GAMEPLAY There's no faster-than-hyperspace *Star Wars* action. It takes aaages to get going.

LIFESPAN The game's only really beginning now, and it'll reward you the more you play.

The fun all depends on the people playing the game, so *Galaxies* should only get better. It sometimes feels more like a job than a game.

Overall

70%

REVIEWER

Kath Brice

OUT: NOW | **FORMAT:** XB | **PRICE:** £40 | **DEVELOPER:** RITUAL | **PUBLISHER:** MICROSOFT | **SPECIAL FEATURES:** XBOX LIVE | **OTHER FORMATS:** PC | **CALL:** 0870 601 0100 | **PLAYERS:** 1-16

Bomb-Bastic

As a terrorist, in Demolition, your team has to plant a bomb at one of two bomb sites. One person carries the bomb.

Approaching the bomb site is dicey. If the counter-terrorists are doing their job properly, they'll have set up ambushes.

Once at the bomb site, it takes a few seconds to plant the bomb. Your team should be covering you right now.

Once the bomb's planted, the counter-terrorists have about 30 seconds to disarm it. You just need to guard it.

Hostage Waster

▲ Demolition mode has you trying to plant a bomb or defend the bomb sites from terrorists.

▲ In the Hostage Rescue game, the terrorists have to stop the counter-terrorists from finding the hostages and leading them to safety.

The **PC online classic** has arrived to join the Xbox Live love-fest – will it **get picked up?**

Counter Strike

The Best Bit

Getting a load of friends together online for some relentless, fast-paced action.

Stealthy players can pack a sniper rifle, while you might want an automatic for close combat.

Each round only lasts a few minutes. If you get killed, you're out until the next round.

You know what your mum's like – "Technology moves so fast nowadays. We only bought our TV eight years ago and it's already been replaced by those 'widescreen' ones." While she hasn't got much of a point (especially when she starts on about seeing less of the picture in widescreen), there's something to be said about technology moving on. Especially with games.

Of course there are loads of old games that are great, but few are so good that you'd choose to play them in preference to the latest ones. *Counter Strike* went down a storm when it was released onto the PC more than four years ago, but the Xbox port is near-identical. Can it still cut the mustard?

QUICK SCORE

The game's strength was always that it has the speed and playability of an arcade game, while being fiendishly strategic. You play each round of the game as a terrorist or counter-terrorist in one of two scenarios, Demolition or Hostage Rescue. In Demolition, the team playing as terrorists have to plant a bomb at one of two bomb sites, while the counter-terrorists try to stop them.

TERROR TEAM

In Hostage Rescue the counter-terrorists try to rescue hostages by leading them to a safe point, while the

▲ True to life, just a few shots kill you in *Counter Strike*. Even if you're wearing protective gear.

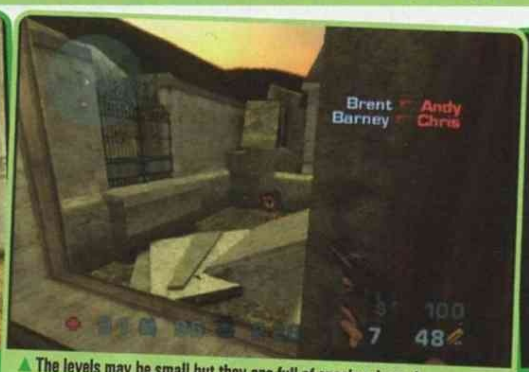
▲ As a terrorist in Hostage Rescue, you can use the hostages as bait for the other team and lie in wait.

▲ Like in the PC version, there's plenty of blood. A fair bit more than you'd expect, in fact.

Taken From Behind

Each map is full of dark corners, rooftops and crates where you can set up ambushes for the opposing team. You can also choose to creep – very handy, as running flat-out your footsteps are really loud.

▲ Teamwork is the key to success. Online, you can talk to your team through the headset. Shy types can use the D-pad to issue orders.



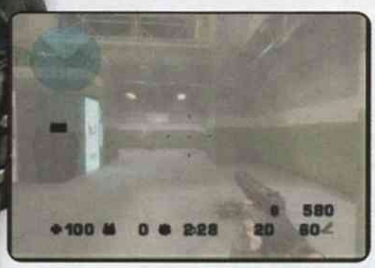
▲ The levels may be small but they are full of sneaky places for you to stand and snipe from.

▲ On top of crates, behind stairwells and doors, on rooftops or in air vents – there are loads of places to hide and wait for the other team.

Factpack

The stuff you need to know...

Weapons	25
Maps	18
Exclusive Maps	7
Teams	2



▲ Walking into a flash bang gives a white screen for a few seconds. Not a patch on *Rainbow Six*'s blurry visuals.

▲ There's much more up-close action than distance sniping. The opposition are never far away.

terrorists attempt to stop them. In both scenarios, just killing everyone on the other team will also lead to victory – a good alternative.

CLOSE CALL

With up to 16 players on a map, teamwork and ambushes play a big part. Maps are small to encourage plenty of up-close combat, but they all include things such as sewer systems, air vents and rooftop vantage points. You can try just legging it to a bomb site, but chances are you'll be picked off by players smarter than you. On the surface it feels more arcade-like than tactical – it's a fast game, *TimeSplitters 2*-fast, but there's depth as well.

Sounds great doesn't it? Online, there's no denying it's a lot of fun. But *Counter Strike* struggles to get us obscenely excited because, bless it, it is knocking on a bit technology-wise now. It looks almost primitive next to the likes of *Rainbow Six 3*. The environments are completely indestructible, the effect of walking into a flash bang is nothing more than a white screen and characters move jerkily. In single player, the AI of the 'bots is poor – they often dance or jump on the spot until someone puts them out of their misery – and then there's the fact there are only two scenarios. Solo and online play are identical, the only difference being whether the other players are real or CPU-controlled.

> **...the AI of the 'bots is poor – they often dance or jump on the spot until someone puts them out of their misery...**

Counter Strike has got a great pedigree, but on the Xbox it doesn't stand out at all. That's not to say it isn't worth getting if you've got Xbox Live, but it's not going to have the impact it had on the PC four years ago.

Softography

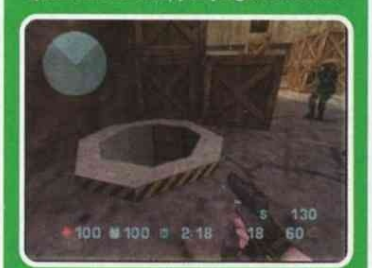
These guys have also made...

Counter Strike: Condition Zero	N/A
Star Trek: Elite Force 2	80%

Mapped Out

▲ Indoor maps are full of dark storerooms and cupboards to hide in. Grenades come in handy.

▲ Once you've learned your way through sewer systems and air vents, your job gets a lot easier.



▲ Look out for ladders leading up to rooftops and down into sewers, to take the others by surprise.

Tooled Up!

You start the game with limited cash to buy kit. When you win a round you get more money to spend.

▲ You always start with your pistol. Everything else is extra and you have limited time to buy.

▲ If you run out of ammo mid-round, you can return to the buy zone to purchase more. It's a bit risky.

▲ All the weaponry is based on real life. Terrorist and counter-terrorist guns are slightly different.

Judgement

GRAPHICS It's an old game and it looks very basic, with no fancy effects and some jerky animation.

GAMEPLAY Online, each short round is action-packed, but lacks the tension of, say, Ghost Recon.

LIFESPAN The online bouts are addictive. The more you win, the more money you accumulate.

It was a classic four years ago, but it struggles alongside newer games like *Rainbow Six 3*. Still good for fast, arcadey online play.

Overall 70%

OUT: NOW | **FORMAT:** PS2 | **PRICE:** £30 | **DEVELOPER:** CAPCOM | **PUBLISHER:** CAPCOM

▲ In Quest Mode, you can leave your dice and walk on foot. There are also items that give you certain powers.

▲ Multiplayer is fun, but with this many players you end up relying on luck instead of skill.

Bombastic

The **Devil's dice** are back and they're **giving us hell...**

First things first. If you never played this game's PSone prequel, *Devil Dice*, don't make the mistake of rushing straight into Quest Mode thinking that's the main meat of the game. Quest Mode is annoying – moving a dice into the wrong position can mean it's impossible to continue, so you have to commit suicide – and the boss levels are mentally hard to complete from very early on.

It's Trial Mode that offers the most fun – a mode that's nearly identical to the original game. A grid slowly fills up with dice and you have to roll them around, matching up like numbers to make them explode. For instance, to explode dice with the number 4 on top, you have to put four number 4s together. They'll then explode and any dice with a face value of 4 or less caught in the explosion will also go up in smoke – chain reactions are key to winning, but you have to be careful to stay out of the way.

BRAIN DRAIN

There's no denying it's a good idea for a puzzle game. But it does require a lot of thinking and cause a serious amount of frustration, so for anyone who doesn't live for puzzling, it's not as easily accessible as a truly brilliant puzzle game should be.

Boss-tastic

The bosses border on the impossible to beat. Just try getting a chef dude to eat dice as they're about to explode, while avoiding his super-quick tongue. Quest Mode is a scrolling adventure with enemies to avoid.

▲ Not only do you have to match up the numbers, you have to avoid Monsieur Gourman's tongue.

▲ Instead of just rolling dice in Quest Mode, you have to dodge enemies and solve puzzles.

▲ The standard game is still the most fun, and hasn't been changed very much since the original. It's a bit like *Bomberman*, but with more logical thinking.

Judgement

GRAPHICS Similar to the first game. Luckily they don't need to be anything special, because they aren't.

GAMEPLAY Trial Mode is quite good fun, getting faster as you level up. Quest Mode gets annoying.

LIFESPAN You can play indefinitely, but only the truly logically minded will keep going back to it.

There's a good concept behind it, but if you've got *Devil Dice* there isn't much new stuff in *Bombastic* to make it worth buying.

Overall 60%

REVIEWER: Kath Brice

OUT: NOW | **FORMAT:** XB | **PRICE:** £40 | **DEVELOPER:** MICROSOFT | **PUBLISHER:** MICROSOFT

▲ The game has a few stars signed up to the roster, including diminutive Spaniard Sergio Garcia.

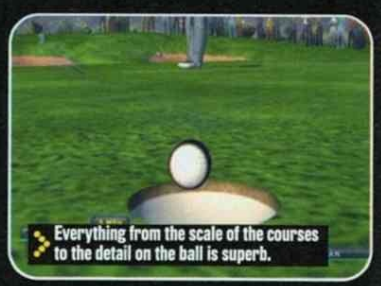
▲ St. Andrew's – the home of golf and a real bitch of a course. Not too sure those shorts are regulation.

Links 2004

The Xbox gets **the Links effect** and it sure **smells pretty...**

***Links* has been a familiar face on the PC for a while now and is renowned as a consistently good, highly polished golf sim. You know the drill – airtight physics, lush courses and superb Pringle rendering. Basically, it's all you could want from a good golf sim but (and this is the main problem) without any of the frills.**

While EA tees up its *Tiger Woods* series with kooky characters, multi-coloured challenges and quirky courses, *Links* plays it all *straight* down the middle, doesn't walk across the line of play and replaces all the divots.



Everything from the scale of the courses to the detail on the ball is superb.

PIPE AND SLIPPERS

This Dad-friendly approach doesn't mean that *Links* isn't fun, however. Thanks to a learning curve that's a friendly as a puppy and a perky control system, you can easily immerse yourself. Hours will tumble past as you attempt to reach Pro level, and it's also playable online.

It's brilliantly put together and a joy to play but looks a little stuffy compared to Tiger's funkier moves. Must be the polo-neck.

Judgement

GRAPHICS The animations are good and the courses all have impressive detail and authenticity.

GAMEPLAY Remains easy for too long at the start, but quickly becomes incredibly addictive.

LIFESPAN Years! This has lifespan seeping from every pore. A worthwhile investment.

While it might not be Montgomerie-cuddly, this is a superb, well-designed golf game that you simply can't go wrong with.

Overall 84%

Using the right analogue stick you can alter the type of shot you're about to play.

REVIEWER: Dave Harrison

REVIEWER

Kath Brice

OUT: NOW

FORMAT: PS2 | PRICE: £40 | DEVELOPER: BLACK OPS | PUBLISHER: ATARI | SPECIAL FEATURES: NONE | OTHER FORMATS: XB, GBA | CALL: 020 8222 9700 | PLAYERS: 1

I'll be Back

You can use search mode to see in dark areas and to seek out weapons and items. You've also got a map that shows you where to go.

Search mode gives you a clearer view of your surroundings, highlighting enemies, innocent people and items.

Levels are fairly small and linear. It's just a case of walking through them and blasting everything in sight.

At certain points in the game, you get other soldiers fighting with you. Their AI isn't that good, though.

▲ You can pick up weapons from dead robots and use the gun turrets found in some levels.

He told us **he'd be back** – and unfortunately for us **he wasn't kidding...**

Terminator 3: Rise of the Machines

A Terminatrix with inflatable breasts, Arnie finding himself in a gay bar wearing star-rimmed sunglasses and a brilliant series of films left with approximately no credibility. It's not the best foundation for a decent game.

So it's lucky that in *Rise of the Machines*, you can travel back and forth in time a fair bit. As well as playing some of the film's better scenes – like the crane chase, T-X fight and shoot-out in the graveyard – you also play as the Terminator programmed to kill John Connor in the future and fight in the war against the machines.

GOOD PLAN

Blowing up Endo Skeletons and transporters in a barren, post-apocalyptic world might sound good, but then someone, somewhere thought it sounded good to give a Terminatrix inflatable breasts when she has a drill bit for a finger and a plasma cannon for a right arm.

BAD PRACTICE

The problem is, the machines often respawn. It's hard to be strategic when you've just cleared an area only to be blasted in the back by a skeleton that's just dropped out of the sky. So you resort to repeatedly hitting auto-target and fire. No shortage of high-powered weaponry means this game could have been quite an enjoyable brainless blast-'em-up, if only it didn't look so rough.

Softography

These guys have also made...

Knockout Kings 2001	62%
Knockout Kings 2002	62%
Street Hoops	N/A

Scrappy

Some of the levels involve fighting, with the 'bot who's getting a kicking losing bits of skin and exposing robotic innards.

▲ It's Arnie versus Arnie – a safe bet for Arnie to win if ever we saw one.

▲ You can throw, punch and kick – the robots feel nicely solid, but it's all still very basic.

Some objectives involve shooting transporters – they go down more easily than you'd imagine.

The Best Bit

The destructable environments with things like pillars that crumble, then fall. It's small compensation for the rest of the game though.

There's a lot of variation in weaponry, but it all ends with a big, rubbish explosion.

Ah, Captain Friedman. Been hiding somewhere nice and safe, have we?

Judgement

GRAPHICS The opposite of slick – slack, perhaps. The levels are dark and the special effects poor.

GAMEPLAY Each level has a series of objectives and a map. Keep shooting and try to stay awake.

LIFESPAN It's not a hard game – the auto-targeting and copious health will see you through it.

We'd say it was as big a disappointment as the film, but then we weren't really expecting the game to be much cop. Very poor.

Overall

36%

REVIEWER

Alex Cooke

OUT: NOW (US), SPRING (UK) | **FORMAT:** PS2 | **PRICE:** IMPORT | **DEVELOPER:** ZIPPER INTERACTIVE | **PUBLISHER:** SONY | **SPECIAL FEATURES:** ONLINE | **OTHER FORMATS:** NONE | **CALL:** 020 7859 5000 | **PLAYERS:** 1-16

▲ The menus and maps have been cleaned up, with improved maps compared with the first instalment and photographs you can search through.

Is it another **fishy tale of espionage** or is this marine simulator worth the long swim **across the great pond?**

SOCOM 2: US Navy SEALs

Weapons of Choice

Along with the 12 new maps, there are now airstrikes to call in, new weapons, new commands and new types of soldiers to join your army.

▲ Gun turrets and sniper posts have been added to the online and solo game, making things much harder.

▲ Grenade launchers and mines are a hazard to both sides, so really you will find yourself sticking to that trusty assault rifle.

▲ SAS soldiers now join in on certain missions, speaking as they all do with annoying Cockney accents.

So Con?

Try your hand at a couple of new strategies against online foes.

▲ There are just two new online modes. Breach sends the SEALs to plant a bomb inside a fortification and wipe out everyone inside.

▲ The Escort missions mean smuggling VIPs past gun turrets and terrorists to reach the extraction zone on some largeish maps.

It's the old 'I was just following orders' defence. Teachers, parents, judges at the Nuremberg war crime trials – they all ask sarcastically: "If he told you to jump off a cliff, would you do it?" In this battle of twisted logic, "No" is the only sensible answer – and that is what separates us ordinary mortals from those plucky Yanks in the Navy SEALs.

These guys will leap in front of a flying bullet for you or throw themselves off the top of a ladder precisely because they are following your orders. Hell, these guys would run through brick walls. Well, they do seem to keep trying it.

The original *SOCOM* was a massive hit, and a surprise hit because it wasn't really that good. Rough graphics, crap cutscenes, odd AI and a few dark, small levels. But it had two things that no other PS2 game did back then – the headset and all-action online gaming. It combined many soldiers' two favourite things, shouting and killing, followed by shouting about who they've just killed.

BUSHI BASHI

So the road map for improvement was obvious, and the guys at Zipper have followed it precisely. The animation is better, the effects fancier and there is now a story that sends the unit from Brazil to Russia. The levels are also bigger and better designed, so now there are two or three routes into every firefight and you can always sneak beyond a guard or drop him with a sniper's bullet.

GOING SOLO

It's just a shame that they decided to include only 12 solo levels, because each battle comes without check-points or save stations. Okay, so you need to be careful with your orders, precise in your shooting and liberal with the grenades, but when you lose a mission because one of your side

Factpack
The stuff you need to know...

New Maps	12
Multiplayer Levels	22
Difficulty Settings	3
New Mission Types	2

▲ You can complete a mission by killing everyone but you will get a better score for staying hidden.

▲ Along with the normal objectives there are also extra items of info that can change the game later on.

▲ This guy is meant to run away but he doesn't. There are still bugs even in this shop-bought US version.

Gandhi or Rambo?

Each mission can be tried in all sorts of different ways, depending on whether you take things slowly and quietly or get all gung-ho.

▲ You can still rush in and take the terrorists out yourself, but that only works on the easiest setting.

▲ You can send in your troops using the headset or, if that makes you look stupid, there's a simple menu.

▼ You have to keep most of your team alive. It can be very annoying if one dies falling down the stairs.

▼ 'Overlook' is one of the new commands. It sets up a soldier as a spotter, calling out if he sees the enemy.

The Best Bit

When you kill someone you can trigger a Victory Dance from the Macarena to the Mashed Potato.

Softography

These guys have also made...

SOCOM: US Navy SEALs 83%

shot the hostage you're protecting or died falling down some stairs, it isn't "Bravo, Bang and Clear" you're shouting into the mic.

Just like in the original game, the online battles don't have the glitchy problems of the solo ones. Sixteen fighters can enter five types of battle, attacking bases, protecting VIPs or just running around spraying lead and blood across the 22 maps. With the whole of America already online from the moment they sit down to bacon and maple syrup pancakes to the moment they go to bed with more bacon and maple syrup pancakes, there is always someone to play against, even if most of the games quickly seem to turn into mute deathmatches.

...when you lose because one of your side died falling down some stairs it won't be 'Bravo, Bang and Clear' you're shouting..

NET RESULT

With a new ranking system that makes sure newbies don't have to fight seasoned generals, and an Ignore function that lets you block out annoying rivals, these net battles are still the strongest part of an average game and made even better once you manage to notch up enough experience to unlock the grenade launcher and mines. It's just a shame that the solo game makes that such a frustrating, fiddly experience.

Intelligence?

A lot has been done to make sure that your troops are brighter than last time, and far more accurate when firing starts.

Boomer, your dumb second, has gone to the great firing range in the sky after walking into too much friendly fire.

But we still found that some troops refuse to climb ladders and block doorways when you need to get through.

Once or twice they even walked straight off ladders and ledges or trapped themselves inside walls.

You can watch soldiers chat in cutscenes. It's a shame that the dialogue is so badly written.

Seal of Approval

The original was as ugly as a paratrooper who's spent three years landing on his face.

▲ The new effects and dramatic lighting make things better but it's still very dark and dank.

▲ Your guys are better too but some of the enemies and locals are still pretty simple-looking.

▲ The night vision fading in and out is a pretty nifty effect that adds to the realism of battle.

Judgement

GRAPHICS Much improved, but while the online game is smooth, the solo isn't very pretty.

GAMEPLAY Squad-based shooting can be frustrating, but is much more fun over the phone.

LIFESPAN The solo mode is mostly annoying, but the online game offers lots of amusing carnage.

This offers a few features the first one lacked but doesn't make enough changes to be a true sequel. Online it's good stuff.

Overall 82%

The Front On-Line

Getting online is as easy as ever. Staying alive once the battle starts tends to be much trickier.

▲ The game will fix your rank depending on how well you fight, making things easier for first-time warriors.

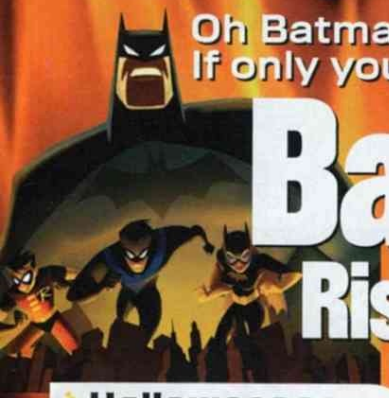
▲ You can create Clans so you can play in a team with your friends and try to organise the attacks.

▲ In most of the games we played hardly anyone spoke to each other and the result was organised chaos.

OUT: NOW | **FORMAT:** PS2 | **PRICE:** £20 | **DEVELOPER:** UBISOFT | **PUBLISHER:** UBISOFT | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** XB, GC, GBA | **CALL:** 01932 838230 | **PLAYERS:** 1-2

Oh Batman, **what have they done** to you now? If only you'd had a bit more **preparation time...**

Batman: Rise of Sin Tzu



The graphics aren't too offensive, the problem's just the complete lack of variety.

Group Shame

▲ It's not just Batman's name that gets dragged through the dirt – Ubisoft have managed to get Robin, Bat Girl and Nightwing involved as well!

Halloweener

Bored of beating up henchmen? How about beating up henchmen with pumpkin heads? Yeah, brilliant...

Some of the henchmen carry hallucinogenic bombs, which turn all the bad guys into Trick or Treat nasties.

The screen goes all wobbly to maintain the trippy effect, but it can't stop the game being tedium itself.

What is it with Batman and games? The list of games featuring the Caped Crusader is so poor it actually takes the form of a giant skid mark.

With chuff like *Dark Tomorrow*, *Gotham City Racer* and *Vengeance*, Batman has become the *Army Men* of superheroes, sentenced to an eternity of starring in a pile of pump. Take *Rise of Sin Tzu* for example, a strolling beat-'em-up that challenges you to rattle the joypad until all the bad guys fall over. The gameplay on its own would just be poor, but as it's such a waste of a potentially good licence it becomes offensive.

Where are the Bat-gadgets? Where's the Bat-detective-work? Where's the Bat-anguish? Hell, just where is the Bat-love?

Fed up with punching and kicking? Try throwing a few boxes around. Wow!

These guys with the power bars are tough. They block your first two punches! Ooooh!

Judgement

GRAPHICS It's based on the cartoon series, but that can't excuse the lacklustre, trite visuals.

GAMEPLAY A repetitive, uninspiring, predictable, button-bashing shambles. A heel of a game.

LIFESPAN Tricky to talk about replay value when there's very little incentive to play it in the first place.

Being cartoony and 'for the kids' is no excuse for abusing Batman in such a lazy way. Ubisoft should be ashamed.

Overall 42%

REVIEWER: Dave Harrison

OUT: NOW | **FORMAT:** XB | **PRICE:** £40 | **DEVELOPER:** HIGH VOLTAGE | **PUBLISHER:** VIVENDI | **SPECIAL FEATURES:** DOWNLOADABLE CONTENT | **OTHER FORMATS:** NONE | **CALL:** 0118 9209100 | **PLAYERS:** 1-4

Hard of Thinking

The game uses cheap tricks to make you fight. You can run through levels without fighting, but eventually you'll just come across a locked door. Then you'll have to go back and fight hundreds of enemies until one of them drops a key. The AI is also pretty rough – unless the makers really think the undead spend a lot of time treadmill walking into walls.

▲ Some enemies hold important items, and you'll have to kill hundreds before you find them.

▲ Lucien – your pal on the right – is so dim you have to lead him around things or he'll get stuck.

Someone call the **Trade Descriptions people** – this doesn't **redeem anything.** It's as bad as the last one...

Hunter the Reckoning: Redeemer

▲ Stand on one of the glyphs scattered across each level and you'll get armour, full health or unlimited ammo for a limited time.

Take any old hack 'n' slash – say, *Onimusha 2* – and cross it with a *Buffy*- or *Resi*-type plot. Then lower its production values – further, further... yep, just about there. That's *Hunter the Reckoning: Redeemer* summed up.

It's all very simple. You make your way through each level, hacking at shapeshifters and undead folk. The problem with the first game was that once you'd entered a combo, your character would unstoppably go through the animation. It all felt very laborious. The only difference in *Redeemer* is that the right analogue stick now allows you to turn – an improvement, but not much of one.

Causing vast bloodshed is always fun, but by our reckoning, this doesn't make *Hunter* worth buying.

It's not all magic and melée attacks. You can pick up a decent supply of guns.

Mass scrapping in the street and those ugly critters just keep spawning from nowhere.

Judgement

GRAPHICS Unspectacular. You can't move the camera, so you don't know where the hell you're going.

GAMEPLAY Repetitive and dull. Hack, slash, shoot – what do I do next? Ah, hack, slash, shoot...

LIFESPAN The single-player is tough, plus there's multiplayer and planned downloadable content.

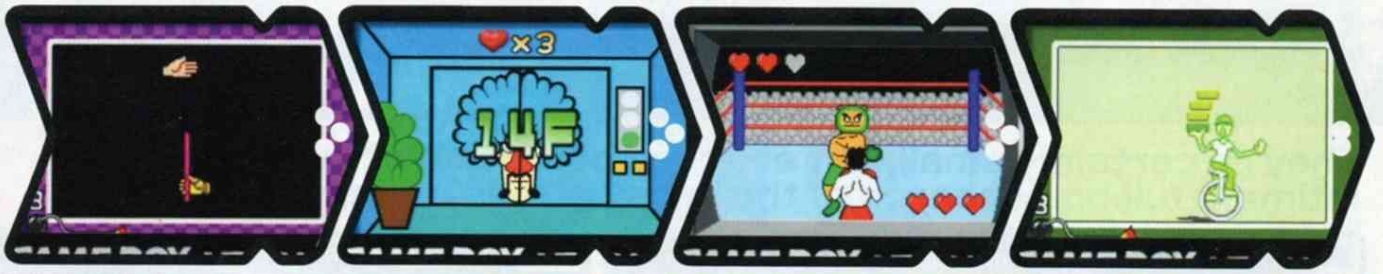
Not good. If you want a brainless hack 'n' slasher, there are better ones out there – *LOTR* and *Maximo* for starters.

Overall 51%

REVIEWER: Kath Brice

REVIEWER

Kath Brice



OUT: NOW (JAP) TBC (UK) | **FORMAT:** GC | **PRICE:** IMPORT | **DEVELOPER:** NINTENDO | **PUBLISHER:** NINTENDO | **SPECIAL FEATURES:** NONE | **OTHER FORMATS:** GBA | **CALL:** 01932 895390 | **PLAYERS:** 1-16

Flex Your Reflex

If you've missed the *Wario Ware* phenomenon so far, here's what it's all about. The game contains more than 200 mini-games and each one lasts less than five seconds. The skill is all about identifying the game and sussing out what to do in time – it's never more than pressing A at the right time or moving your character somewhere on the screen, but when you're being bombarded with one game after another, your reactions need to be super-quick.

▲ Inflate the airbag to save the crash test dummy from certain death.

▲ Picking your nose is wrong, but using your little finger? That's just madness.

▲ It's five-second *Zelda* – just move him into the cave and there you go. Ta da!

▲ Remember what our favourite trio used to look like? Ahh, it brings a tear to our eyes...

Press A... press A again... the **simple genius** had us hooked on the GBA, but **is it as charming** on the Cube?

Wario Ware

Why would you do it? Why would you take one of the most perfect handheld games of all time, a game that's made up of hundreds of five-second games, and release it on the GameCube?

Wario Ware on the Cube is made up of pretty much exactly the same mini-games as the GBA version, so initially it just feels like you're playing *Wario Ware* on your TV. But if you don't own a GBA, the sense of discovery that such a seemingly ridiculous concept could be so stupidly addictive should still be there.

FULLY CHARGED

So if it's essentially the same game, are Ninty conning us by making us pay out £40 for a straight port of a Game Boy game? Not if you're going to be playing multiplayer, which is definitely how *Wario Ware* on the GameCube should be played.

The mini-games have been compiled into lots of different multiplayer contests, 9-Volt's being our current favourite. Each player takes it in turns to draw a game card, and the player who gets a card with a picture of a Game Boy on it has to play all the games drawn; if they complete all the games, they win the cards. While they're playing, the other players can run around the screen nicking each other's cards. In other games, the non-playing characters can walk all over the screen, trying to block the player's view.

PARTY TIME

As a party game, there's nothing else like *Wario Ware*. It's a lot of fun, making even *Mario Party* feel more like an under-16s disco in the local church hall than a party. Why did they do it? To turn a superb GBA game into a superb multiplayer game – a job well done.

▲ In Jimmy's multiplayer game, whoever the spotlight stops on has to play a minigame.

▲ Once you're out, you can walk around on the screen and try to block the view for the person playing.

Softography

These guys have also made...

Wario Ware (GBA)	90%
Zelda: A Link to the Past	95%
Zelda: The Wind Waker	97%
Metroid Fusion	92%
Super Mario Advance 3: Yoshi's Island	91%
Wario Land 4	87%

There are a few games where you all play at the same time.

The Best Bit

9-Volt's card game is superb. While one person plays, the others can run around and nick each other's cards.

Judgement

GRAPHICS *Wario Ware* isn't about fancy visuals, and the mini-games have a very retro look.

GAMEPLAY Identify the game, then react. It's manic, unique and totally addictive.

LIFESPAN This has unlimited appeal. Even in single player, a *Tetris*-like mentality keeps you trying.

If you've got the GBA version and aren't going to be playing multiplayer, it's not really worth getting. Everyone else – buy, buy buy!

Overall 88%

HANDHELD HEAVEN

They're certainly small, but are they perfectly formed? We do an intimate full body search of the latest games hitting your pocket...

GAME BOY ADVANCE

DEVELOPER: DESTINATION PUBLISHER: ZOO PLAYERS: 1

Sim City 2000

12:32: Little Wonder founded. Roads and industrial zones placed. 12:35: Factories thrive. 12:57: Hmm. Well, we'll cut that neighbourhood watch campaign, I think. And legalise gambling. 6:03: Hold on. Where's the sun gone? 6:09: We demolish the city with a giant alien robot. Ah, you can't fault old *Sim City*. It's one of the perfect 'lazy afternoon project' games, and we've spent hours and hours in the past lovingly nurturing our metropolises.

But, oh dear. Where once we had complete control via a PC's mouse, we now have to fumble about on the D-Pad with awkward menus. Where once our minds were alive with strategic statistics and an omnipotent care for our people, they now have to endure the general fiddliness and the stubby lack of scope. It doesn't help that things have been reduced somewhat, either; however much we've maligned them in the past, it's – sniff – just not the same without those water pipes. Until someone releases a GBA mouse, perhaps, we'd advise you to seek a copy of the original PC game, which is still wonderful.

The splendid *Sim City*, sadly stifled. **59%**

GAME BOY ADVANCE

DEVELOPER: VICARIOUS PUBLISHER: VIVENDI PLAYERS: 1–2

Crash Nitro Kart

▲ Cortex powerslides illustratively.

Did you, at any point while playing any of the *Mario Kart*s, think to yourself, "Cor! I wish there were *Crash Bandicoot* characters in this"? Well, in that case, we have some good news.

On top of being *Mario Kart* again, it's also derived from *Diddy Kong Racing* – in the adventure mode, you drive around hub worlds, win races, and challenge a boss to access further hub worlds and races and so on. This is joined by time trial and multiplayer modes.

With great fortune, though, it's actually rather decent. The track design, power-ups and general handling are fine, and the powerslide-boost system gives it a pleasant bit of bite. There are also far more semi-clever mini-modes than you'd naturally anticipate. It's a shame it's all spoiled by the odd bit of slowdown, but the pluses far outweigh this sole con.

Wholly derivative, then, and inevitably not as pleasant as any *Mario Kart*, but still quite decent.

Corkingly constructed (copycat) karts. **76%**

GAME BOY ADVANCE

DEVELOPER: KONAMI PUBLISHER: KONAMI PLAYERS: 1–2

Yu-Gi-Oh! Dungeondice Monsters

***Yu-Gi-Oh* is weird. Why does Yugi have such a ridiculously mature voice? Tch. And why do monsters keep appearing from cards?**

But anyway. Your eyes are here to read about Dungeondice Monsters, a fairly peculiar type of turn-based strategy game. It's too complicated for us to fully describe here, but, essentially, you roll dice on a grid to unleash monsters and build paths to your opponent. To win a game, use your monsters to clobber the opponent's static and defenceless Die Master thrice (whilst making sure to protect your own).

Phewf. It's wholly original, and we admire it accordingly. Luck seems to play slightly too big a part for us to fully adore the game, and there are no real modes of play beyond endless tournaments and multiplayer battles, and there's a silly lack of tutorials, but it's at least 73% solid tactical entertainment. Let it be said that *DM* is good when understood.

Dice, diligently dramatised. **73%**

GAME BOY ADVANCE

DEVELOPER: MAGIC POCKETS PUBLISHER: DESTINATION PLAYERS: 1–2

Road Rash: Jailbreak

To end this Handheld Heaven: a game in which repugnant bikers thrash each other at high speeds. And one with bafflingly unnecessary swear words on the text screens. It's like a divine full stop, isn't it?

We're extremely pleased to announce that this *Road Rash* isn't a lazy port of any of the three Mega Drive ones, and is, in fact, an entirely new game. It's a surprisingly slick new game, too, with nice cartoony animation, consistent speed, lengthy non-looping courses and a recurring police officer who pursues you with great ambition.

And it's good fun to play. In fact, here's something that just happened to us: we collected and used the 'leave a trail of napalm' power-up and the following police officer flew over our heads spectacularly, his bike tumbling about on the tarmac.

But limits are, sadly, rampant. There are only six courses. The power-ups aren't particularly exciting. Hitting people is tricky, except for the computer players, who succeed time and time again. There's no music. You'll probably get a bit bored of it after a short while. And that swearing, eh? What can you do?

A limited laugh, lacking in longevity. **63%**

REVIEWER: Adam Norton

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Final Fantasy 7
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Gran Turismo 3
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Splinter Cell
SSX 3
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Star Wars: R. Strike
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Terminator 3 R.of Machines*
The Getaway
The Hobbit*
The Return of the King
The Simpsons: Hit & Run
The Thing
The Treason of Isengard*
Tiger Woods Golf 2004
Tom Clancy's Splinter Cell
Tomb Raider 2
Tomb Raider 5
Tomb Raider: Angel of D.
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Undergr'nd
True Crime: Streets of LA
Turok, Evolution
Way of the Samurai 2
WWE Smackdown! 5: HCTP
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Yu-Gi-Oh! Forbidden Mem.

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OUT: NOW | **FORMAT:** PS2, XB, GC | **PRICE:** £40 | **DEVELOPER:** EA | **PUBLISHER:** EA

We thought Harry was meant to be friends with ghosts. But here he wipes them out using his Lumos spell.

Harry Potter

and the Philosopher's Stone

Harry's **better looking,** but he still **hasn't grown up** in this remake...

Ever read a book and thought "that would make a great game"? Well, here's a shock for you – JK Rowling's first book isn't one of them.

Whereas *The Chamber of Secrets* kicks off with the great flying car race, *The Philosopher's Stone* starts with Harry doing a bit of shopping down in Diagon Alley. Now, while this is better than most pre-school shopping (I can't imagine a game being made out of a trip to John Lewis's) it's still dull.

From there it's off to school, where you sneak past Percy, collect Bertie Bott's Every Flavour Beans and go to lessons. Things liven up when you leap on your Nimbus and chase Draco Malfoy, but broomstick-flying aside, Hogwarts looks about as interesting as Grange Hill.

EA have got out the Mr Muscle and Harry looks great, but think back to the book for a moment and you'll remember that, apart from decking a troll and being the star of Gryffindor's Quidditch team, the adventure bit only takes off at the end. It was probably never going to make for a genius *Zelda*-style, thrill-a-minute adventure. Still, that's really no excuse for yet another tedious Potter affair for three-year-olds.

Every time Harry picks up a bean he shouts out the flavour. "Urgh. Vomit flavour!"

REVIEWER: Tom East

Judgement

GRAPHICS Hogwarts, with its moving staircases and huge grounds, looks incredible.

GAMEPLAY Follow Ron around and collect beans and wizard cards. Very easy kiddy action.

LIFESPAN Finding every wizard card will keep you busy, even if the easy adventuring won't.

Harry Potter books are enjoyed by both young and old. But once again EA have made a simple game for simple children. Boring.

Overall 59%

REVIEWER

Kieron Gillen

OUT: NOW | **FORMAT:** PC | **PRICE:** £40 | **DEVELOPER:** BIOWARE | **PUBLISHER:** LUCASARTS

It comes from a console **far, far away.** How will it fare **on the PC?**

Star Wars:

Knights of the Old Republic

Bioware are in an odd position. When they made *Knights of the Old Republic*, for Xbox, everyone worried whether these PC-developing fellows could manage a real console game. **Now they've succeeded amazingly, everyone worries whether they'll manage to make it just as impressive on their home format. Everyone worries too much. Relax. Trust the Force.**

The most noticeable change from the Xbox version is that they've completely redesigned the interface to be played through mouse and – for those who can't help but want something to do with the other hand – keyboard. This means it immediately feels like a PC game, rather than a mere conversion or port. The ability to select the sort of attack you want to make as you click on which opponent to strike is especially lovely.

Softography

These guys have also made...

Baldur's Gate	88%
Tales of the Sword Coast	85%
Shattered Steel	82%
Neverwinter Nights	92%
Star Wars: KOTOR (Xbox)	93%

EYE CANDY

Actually, though, the very first thing you'll notice is the general graphical improvement. Higher resolutions are

Fat Jabba

Knights of the Old Republic is distinguished by being completely voice-acted. Every spoken word in the game appears out of your speaker, in an impressive fashion. The only area of wekaness is aliens – like in the films, they speak in a wibbly-wobbly fashion you can't understand.

I'm considering the Atkins. This low-fat diet simply doesn't work for me and I like sausages.

I've heard rumors of the Echani using shields [illegible]

One advantage of modern graphics is that they can make genuinely icky-looking slime. Well done. Now wash.

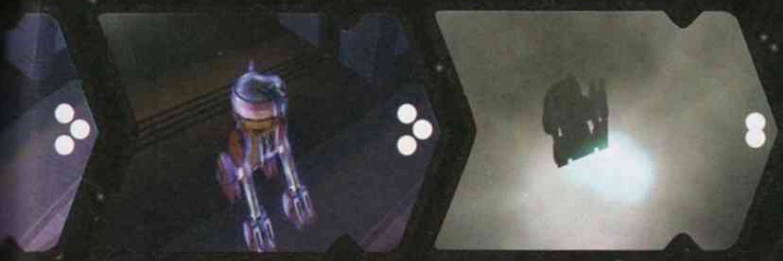
PREVIOUSLY IN Games Master

Missed a copy of *GM* and are thirsting for game scores? Want to know if a game is mup or magic? Here's where we group together the scores from the last few issues for your at-a-glance perusal! Inside the *GM* records bunker we pump our tilly lamps, adjust our horn-rimmed goggles, haul open the bronze and ebony biast doors and retrieve the lot just for you!

HITS THE ONES WE THINK ARE TOP OVER 90%

PITS THE ONES THAT SHOULD BE SHOT UNDER 50%

MARIO KART: DOUBLE DASH!!	(GC)	95%
PROJECT GOTHAM RACING 2	(XB)	89%
BALL OF BUTT	(PC)	91%
WWE SMACKDOWN! HCTP	(PS2)	90%
PRINCE OF PERSIA: SANDS OF TIME	(PS2)	86%
TOM CLANCY'S RAINBOW SIX 3	(XB)	86%
MAX PAYNE 2	(PC)	85%
NEED FOR SPEED: UNDERGROUND	(PS2)	82%
LEGACY OF KAIN: DEFIANCE	(PS2)	82%
HIDDEN & DANGEROUS 2	(PS2)	82%
THE SIMS: BUSTIN' OUT	(XB)	81%
MEDAL OF HONOR: RISING SUN	(PS2)	80%
DRAGON BALL Z: BUDOKAI 2	(PS2)	78%
HARRY POTTER: QUIDDITCH	(XB)	74%
TRUE CRIME: STREETS OF LA	(XB)	74%
LOTR: RETURN OF THE KING	(GC)	74%
THE SIMS: BUSTIN' OUT	(GBA)	70%
EYE TOY: GROOVE	(PS2)	70%
GHOSTHUNTER	(PS2)	68%
GRABBED BY THE GHOULIES	(XB)	66%
BEYBLADE: SUPER TOURNAMENT	(PS2)	39%
GLADIATOR: SWORD OF VENGEANCE	(XB)	35%



SPECIAL FEATURES: ..... NONE
OTHER FORMATS: ..... XB
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▲ Close combat features predominantly. Get him! Punch him! In the face! That's taught him.

▲ Remember: Don't return to the firework when lit and always hold your light-sabre in a gloved hand.

supported, making models look more detailed, and everything ends up looking quite, quite gorgeous.

As you progress on your adventure, you'll find a fair few minor gameplay tweaks and additions to the Xbox version. For example, there are certain new weapons for both Light- and Dark-Side players. Most noticeably, there's a space-station orbiting Yavin to visit, where a nice shop-keeper lives.

In other words, nothing's lost and a few things are gained, making *KOTOR* still the premier RPG of the year. So hurrah for that.

"...higher resolutions **are supported** and everything ends up looking **quite gorgeous**..."

The new combat interface means that it feels as though it's been a PC game all along.

but I never saw anything like them around here. ered the technology is anybody's guess.

Judgement

GRAPHICS Takes maximum advantage of whatever graphic-card monster you possess.

GAMEPLAY It has more forefathers on the PC than the Xbox, but this doesn't take away the quality.

LIFESPAN It's a hefty epic, that's for sure. Expect to it take somewhere around 30 hours.

Polished up graphically, with new stuff, but still the same game. Luckily, that game's brilliant beyond belief.

Overall 93%

And if we've missed anything here's our...

Reviews Round-up

PRO EVOLUTION SOCCER 3 — 94%

The PS2 pro makes a million pound transfer and yet manages to stay as suave as a Des Lynham wink-athon. Stunning to look at and fluid to play, it's already on for the double – as the top PC player too.

FORMAT: PC BY: KONAMI PRICE: £30

SPELLFORCE: THE ORDER OF DAWN — 77%

Orcs a lordy! It's another epic RTS that pits a hero and his forces against the usual ranks of fantasy creatures. Polished and serious, but lacks the inspiration and war craft to beat the titanic titles.

FORMAT: PC BY: BIG BEN PRICE: £30

SPLINTER CELL — 90%

Sam Fisher, king of stealth, demonstrates how he can slip from top-whack, top-drawer stealth-'em-up to superb Platinum-priced bargain without anyone noticing. A seriously stealthy treat.

FORMAT: PS2 BY: UBISOFT PRICE: £20

CELEBRITY DEATHMATCH — 28%

Endure the chance to batter Z-list celebrities without getting arrested in this plasticine battler based on MTV filler. Limited and pointless, just like its stars Carrot Top and Anna Nicole Smith.

FORMAT: PS2 BY: TAKE 2 PRICE: £40

TUROK EVOLUTION — 56%

With the console versions appearing before the last ice age, this desktop dino hunter should be seriously enhanced. It isn't and so pongs like a thousand-year-old dino dog's egg.

FORMAT: PC BY: ACCLAIM PRICE: £20

APOCALYPTICA — 55%

Angels intercept a devilish horde in this biblical blaster, whose sulphurous stink is caused by some terrible AI, weedy weapons, nasty level design and a hellish combat system. Repent.

FORMAT: PC BY: KONAMI PRICE: £20

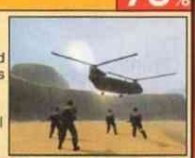
CHAMPIONSHIP MANAGER SEASON 03/04 — 84%

A full price stand-alone solution to *CM4*'s problems. Improved training, 2D matches and media updates make this what should have been released in the first place. Worth forking out for.

FORMAT: PC BY: EIDOS PRICE: £30

CONFLICT: DESERT STORM — 79%

The excellent, accessible squad shooter hears the call of duty once more and empties the sand out of its desert boots. Smart, playable and with a great sense of freedom, it's total war on a sensible budget.



FORMAT: PC BY: SCI PRICE: £10

NAVAL OPS: WAR SHIP GUNNER — 74%

More fun that having your 'outy' belly button converted to an 'inny' (that's navel ops) this ship-shape shooter takes an arcade approach to oceanic combat, turning it into a mech-type navy lark.

FORMAT: PS2 BY: KOEI PRICE: £30

HOT WHEELS HIGHWAY 35 ROAD RACE — 61%

A stock car racer that uses the *Wipeout* ramp and rollercoaster formula but shrinks things to tiny toy sizes. It also manages to cover up the whole mediocre mess by costing just 15 quid.

FORMAT: PS2 BY: THQ PRICE: £15

SPACE INVADERS: INVASION DAY — 57%

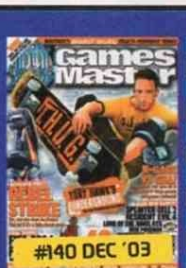
Short of wandering the back-street chip-shops of Blackpool this is the easiest way to play the very first shoot-'em-up. Sadly you have to struggle through a 3D update made up of 50 levels to get to it.

FORMAT: PS2 BY: BIG BEN PRICE: £15

MOTOR SIEGE: WARRIORS OF PRIMETIME — 35%

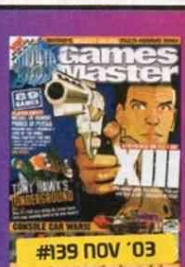
Floating boxes that drive like greased weasels meets sub-*Twisted Metal* splatter in a vehicular shooter that leaves you with the feeling of being trapped in a barrel and surrounded by scraping sounds.

FORMAT: PS2 BY: PLAY IT PRICE: £10



PRO EVOLUTION SOCCER 3	(PS2)	95%
SSX3	(XB)	93%
F-ZERO GX	(GC)	92%
HALO: COMBAT EVOLVED	(PC)	91%
VIEWTIFUL JOE	(GC)	90%
TONY HAWK'S UNDERGROUND	(XB)	90%
BILLY HATCHER & THE GIANT EGG	(GC)	88%
RATCHET & CLANK 2	(PS2)	88%
ROGUE SQUADRON 3: REBEL STRIKE	(GC)	88%
GREGORY HORROR SHOW	(PS2)	86%
NBA JAM	(PS2)	83%

WORMS 3D	(GC)	83%
TIME CRISIS 3	(PS2)	81%
BEYOND GOOD & EVIL	(PS2)	80%
TONY HAWK'S UNDERGROUND GBA	(GBA)	80%
THE SIMPSONS HIT & RUN	(PS2)	80%
EVERQUEST: ONLINE ADVENTURES	(PS2)	79%
FIFA 2004	(PS2)	78%
DANCING STAGE UNLEASHED	(XB)	72%
BACKYARD WRESTLING	(PS2)	70%
VOODOO VINCE	(XB)	62%
STARSKY & HUTCH	(GBA)	41%



XIII	(PS2)	94%
ADVANCE WARS 2	(GBA)	94%
SUPER MARIO BROS. 3	(GBA)	91%
JAK 2: RENEGADE	(PS2)	90%
POKÉMON PINBALL	(GBA)	89%
FINAL FANTASY TACTICS ADVANCE	(GBA)	88%
FF: CRYSTAL CHRONICLES	(GC)	87%
TRON 2.0	(PC)	86%
NHL 2004	(PS2)	84%
GHOST RECON: ISLAND THUNDER	(XB)	80%
RUGBY 2004	(PS2)	80%

ATV: OFFROAD FURY 2	(PS2)	78%
YU-GI-OH! DUELLIST OF THE ROSES	(PS2)	69%
ALTER ECHO	(XB)	69%
WALLACE & GROMIT: PROJECT ZOO	(PS2)	68%
BUFFY: CHAOS BLEEDS	(PS2)	65%
THE KING OF ROUTE 66	(PS2)	62%
LEGO DROME RACERS	(XB)	60%
FINDING NEMO	(PS2)	58%
XGRA	(PS2)	56%
LINE OF SIGHT VIETNAM	(PC)	35%
BOMBERMAN KART	(PS2)	26%

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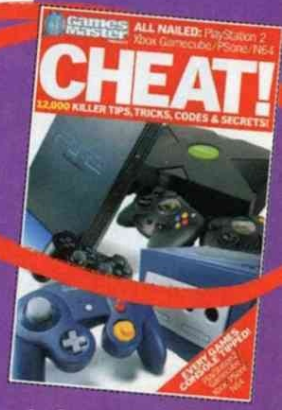

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HARD WAR

A New Year party wouldn't be complete without karaoke, dancing and a device that pulsates against your chest. What?!

YOU CAN KARAOKE

Has a proper 'pop star' mic that pumps your voice out of the telly, but the songs are quite appalling.
From: Wild Things
02920 755774
Price: £30

66%

KARAOKE PARTY

Two headsets and a disc packed with songs. The songs aren't bad but we'd prefer to hold a mic than wear a headset.
From: Datel **01785 810800** **Price:** £40

75%

VERDICT:

They've both got their pros and cons. You Can Karaoke has the better mic and sound, but Karaoke Party just wins it with better songs and presentation.

PLASTIC DANCE STAGE

Logic 3 are truly the dancing queens. They do a hardcore metal platform and your normal cheap mat, but this one comes somewhere between the two. Very satisfying to stomp on.
From: Logic 3 **Contact:** 020 8902 2211 **Price:** £49.99

80%

ACTION REPLAY MAX

We reviewed this in *GM*140, but a clerical error (Kath!) meant it got the wrong score. Here's the right review! The Action Replay Max is a huge step up. If you've got broadband, your PS2 will download codes automatically. Start a game, and it takes you straight to the right list of cheats. It's superb.
From: Datel **Contact:** 01785 810800
Price: £29.99

91%

SP SOLAR RECHARGER

If you're going to be out and about with your SP, this device is essential. It can recharge two SPs simultaneously, so no worries about running out of juice even with link-up games.
From: Logic 3
Contact: 020 8902 2211
Price: £29.99

68%

PRO MINI 2

We're not too sure about the chrome look, but that aside, this pad performs excellently for the price, although the sticks on ours were a bit wonky.
From: Intec **Contact:** 0118 9521525 **Price:** £12.99

82%

WIRELESS PAD

A wireless pad that actually works exactly like a normal one – there's a novelty. This one has no lag and lets you stand further away from the telly than you'd ever want to. It also has eight frequencies, so up to eight people can use these pads in the same room. The pad itself is very good – a little wider and heavier than usual, but comfy with rubber grips. Top stuff.
From: Joytech
Contact: 01753 496707
Price: £24.99

92%

U-BEAT 3D VIBROWOOFER

This strange device is worn on your shoulders – the speakers deliver stereo sound and the ends vibrate unpleasantly on your chest. A surround sound system is far better.
From: U-Beat **Contact:** www.tiggypig.com **Price:** £85

50%

UNIVERSAL 360 MODENA WHEEL

It's not the finest quality wheel we've ever had the pleasure to grip. And the pedals are very basic and have a tendency of flipping into the air when you stamp on them.
From: Thrustmaster
Contact: 020 7556 7089
Price: £39.99

71%

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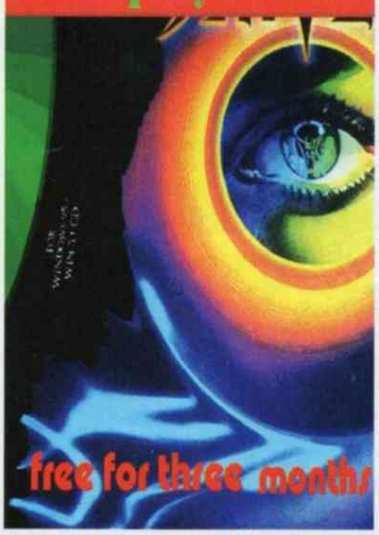

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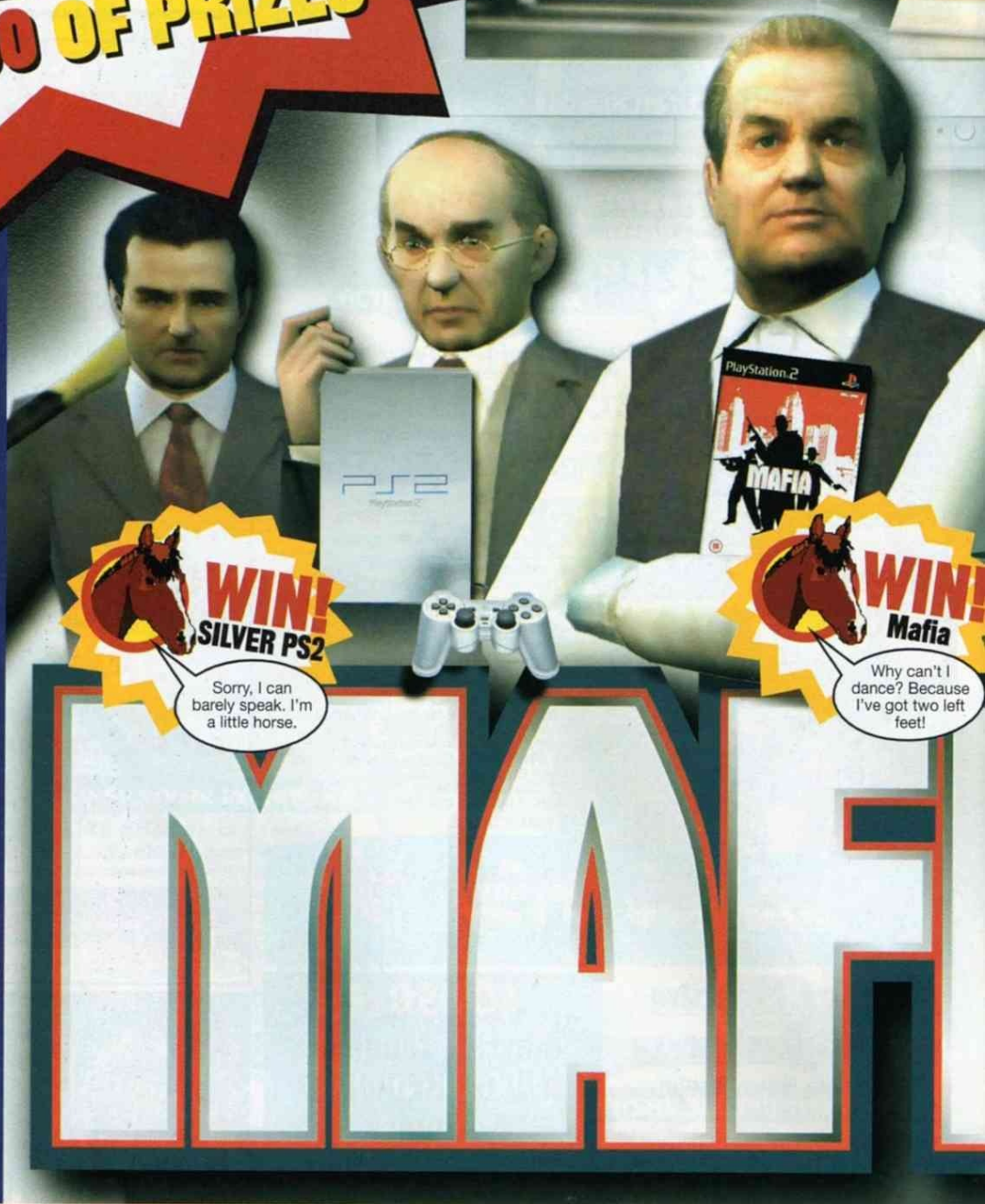

CRIME PAYS!

What a fun decade the 1930s were. Kicking off with the Great Depression when everyone was skint and ending with World War 2. Thank the lord, then, for those friendly gangsters. Little did they know that their mindless violence would make for good videogames.

Another big gangster game, *Mafia*, is coming to PS2 and Xbox on January 30th. Set in the '30s, it's a conversion of the PC original and has you playing as Tommy Angelo and driving around the fictional city of Lost Heaven, gunning down mobsters.

And we've teamed up with Take 2, the publishers of *Mafia*, for another great competition. Win and you'll get a 28" widescreen television, an Xbox, a sparkling silver PS2, a copy of *Mafia* and some pizza vouchers. We've also got five copies of the game for runners up.

Want to win the lot? Just get your entries to us – using one of the three options below – by 31st January.

1. WRITE TO US

Scribble your answers on the form, cut it out, stuff it in an envelope and send it to Wanna Be In My Gang? Compo, GamesMaster, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW. Or if you don't want to cut up the mag, write your answers on the back of a postcard and send it to us.

2. E-MAIL US

E-mail your answers, with your name, address, age and telephone number, to gamesmastercompo@futurenet.co.uk

3. TEXT US

You can now text your answers to us. See the Text Rules flash on the right to see how it's done.

What is the city called in *Mafia*?
a) Lost Hell
b) Lost Heaven
c) Lost Cat

PC CD TRACKMANIA

Which of these is a race track?

a) Hockenheim
b) Twickenham
c) Old Trafford

WIN!

Text QUIZ2 followed by your answer to 83019.

5 COPIES TO BE WON

XBOX COUNTER STRIKE

What famous game engine did the original *Counter Strike* use?

a) Parklife
b) Half Life
c) A Day in the Life

WIN!

Text QUIZ3 followed by your answer to 83019.

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PS2 DRAGON BALL Z BUDOKAI 2

Which of these is a *Dragon Ball Z* character?

a) Frieza
b) Freezer
c) Mr Freeze

WIN!

Text QUIZ4 followed by your answer to 83019.

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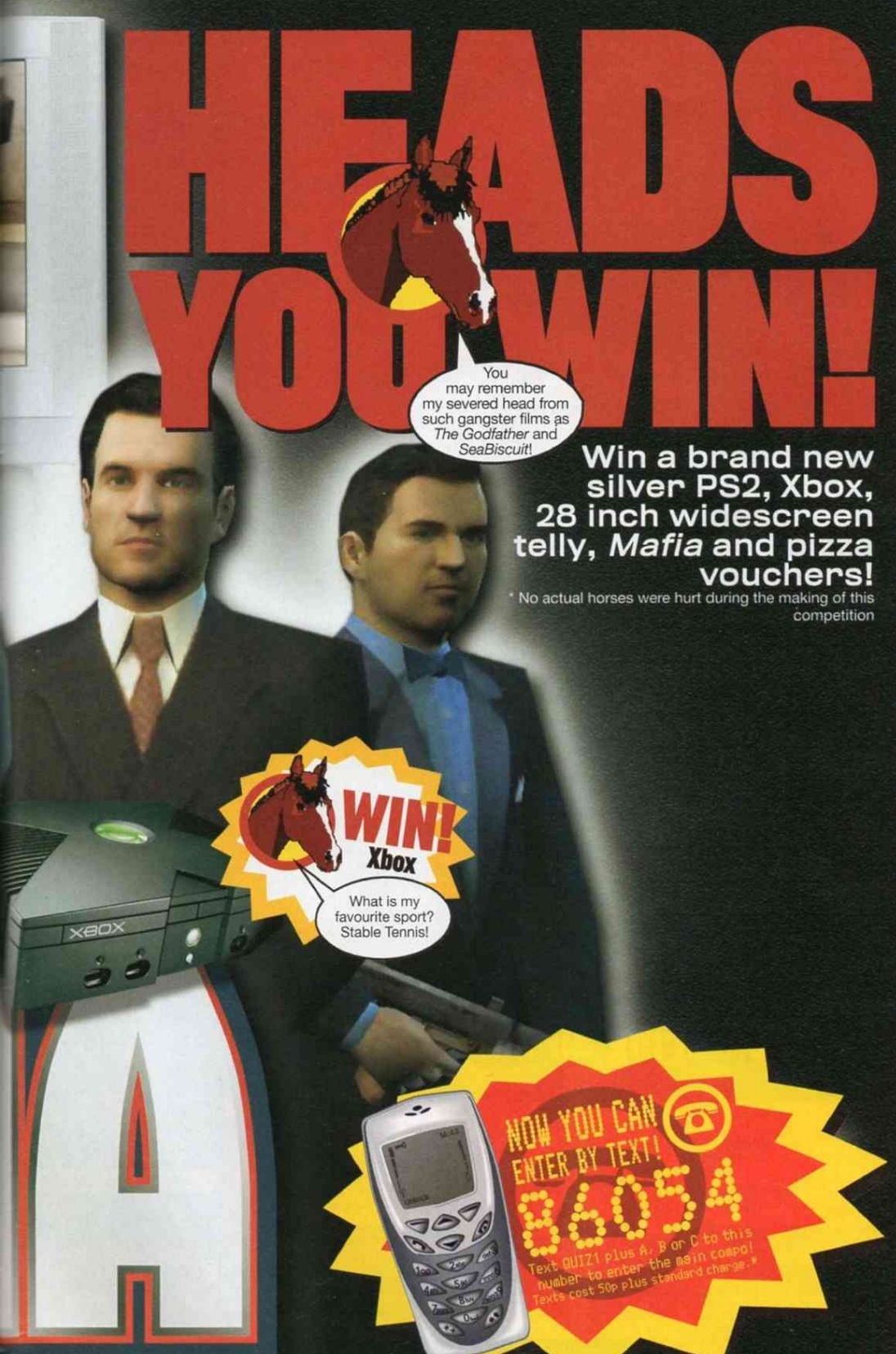
You may remember my severed head from such gangster films as *The Godfather* and *SeaBiscuit*!
WIN! Xbox
What is my favourite sport? Stable Tennis!
XBOX
NOW YOU CAN ENTER BY TEXT!
Text QUIZ1 plus A, B or C to this number to enter the main compo! Texts cost 50p plus standard charge.*

Win a brand new silver PS2, Xbox, 28 inch widescreen telly, *Mafia* and pizza vouchers!

* No actual horses were hurt during the making of this competition

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Tick the boxes next to the correct answers, write down your details and send us the coupon by 31st January 2004. Or if you don't want to mess up your precious magazine, simply write down your answers on a bit of paper or postcard. Or even a stuck-down envelope. We're not fussy!

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Name _____

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Mafia
a) Lost Hell ☐
b) Lost Heaven ☐
c) Lost Cat ☐

Trackmania
a) Hockenheim ☐
b) Twickenham ☐
c) Old Trafford ☐

Counter Strike
a) Parklife ☐
b) Half Life ☐
c) A Day in the Life ☐

Dragon Ball Z: Budokai 2
a) Frieza ☐
b) Freezer ☐
c) Mr Freeze ☐

Mario Party 5
a) Luigi ☐
b) Wario ☐
c) Peach ☐

Crash Nitro Kart
a) Bandicoot ☐
b) Cat ☐
c) Rabbit ☐

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MARIO PARTY 5

Who is Mario's brother?

a) Luigi
b) Wario
c) Peach

WIN!

Text QUIZ5 followed by your answer to 83019.

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CRASH: NITRO KART

What type of creature is Crash?

a) Bandicoot
b) Cat
c) Rabbit

WIN!

Text QUIZ6 followed by your answer to 83019.

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Employees of Future Publishing and their families are not permitted to enter this competition. Bog off, Mum! And you, Dad. Go on, do o There is no cash alternative to the prizes. Prizes may differ from tho shown. The judge's decision is final, and absolutely no correspond will be entered into. The closing date for entries is 31stth January 2

GM 139 WINNERS

Xbox, PS2, Cube and Joytech Gear Joytech Aaron Pothecary, Shetland.

Advance Wars 2 Zoe Osborn, North Finchley. Chris Hesketh, Hyde. Sam Stone, Totnes.

XIII Aidan Gardner, Northern Ireland. Michael Downes, Clifton. Ben Quanintance, Ivybridge. Mark Spowage, Rotherham. Lisa Down, Exwick.

XGRA Lucas Jones, Exeter. Rory Faith, Torrance. Lewis Greenslade Trump, Whimple. Jack Fentham, Castle Bromwich. Baden Dufton, Saxmundham.

Finding Nemo Calum Ross, Aberdeen. Jack Karanicholas, Hornchurch. Robin Beveridge, By Alford. Jonathan Fish, Birkenhead Jack Gardner, Dorset.

Tron 2.0 Alex Wimbush, Northwich. Luke Wilson, Bolton. Andrew R Epping, Essex. Michael Rothwell, Wallasey. Trevor Maton, Liphook.

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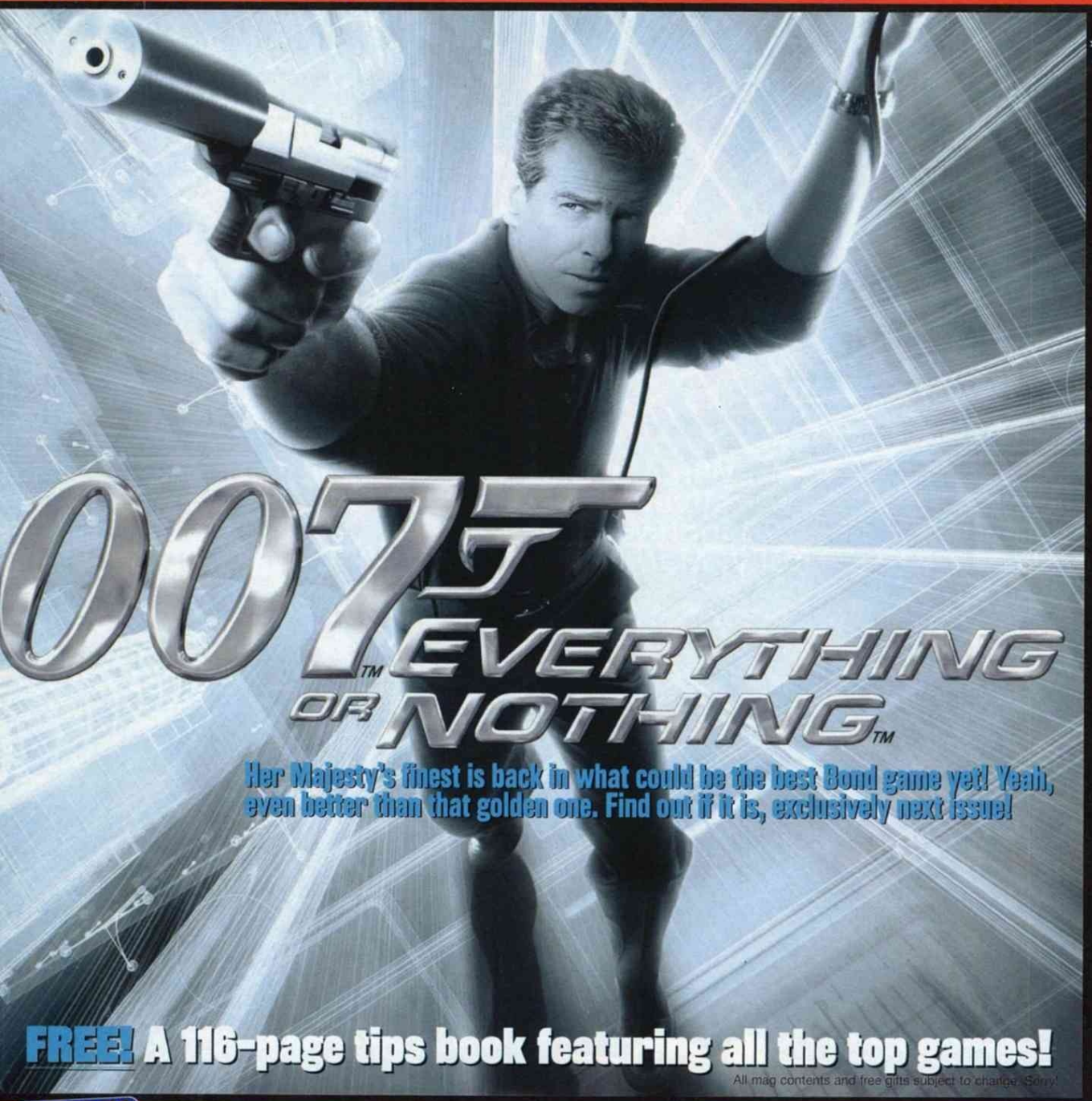

Her Majesty's finest is back in what could be the best Bond game yet! Yeah, even better than that golden one. Find out if it is, exclusively next issue!

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SKETRIX 210153

PLASMA 210137

SKYSHOOTOUT 210221

MOON TAXI 210106

SHARK ATTACK 210101

SKOOL SKATER 210102

SOCCER MANAGER 210227

PIRATE DARTS 210179

YOU MUST HAVE A WAP ENABLED MOBILE!
Java Game information line: 08712 225 322
National rate (UK)

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GAMES COMPATIBILITY - NOKIA: 3410, 3510i, 5100, 6100, 6610, 7210, 7250, 7650, 8910i SHARP: GX10 SIEMENS: C55, M50, MT50 MOTOROLA: T720

CHART

SUPERSTAR - jamelia	113055
MAYBE THAT'S WHAT ... - alex park	113187
SWEET DREAMS - rachel stevens	112949
WHITE FLAG - dido	112837
CRASHED THE WEDDING - busted	113151
TROUBLE - pink	113042
SEXED UP - robbie williams	113064
GUILTY - blue	113044
DIRRTY - christina aguilera	112256
FAST FOOD SONG - fast food rockers	112702
GAY BAR - electric six	112650

DANCE

PRETTY GREEN EYES - ultra beat	112877
LOVE ME RIGHT - angel city	113162
FLY ON THE WINGS OF LOVE - xtm	112705
RHYTHM IS A ... - snap vs cj stone	112485
MARIA - scooter	113030
BOYS OF SUMMER - dj sammy	112387
SUMMER JAM - ud project vs sunclub	113104
LONELINESS - tomcraft	112576
SHAKE YOUR ... - porn kings vs flip n fill	112463

ROCK

I BELIEVE IN A ... - the darkness	112972
SWEET CHILD O MINE - guns & roses	111258
BAT OUT OF HELL - meatloaf	111286
ENTER SANDMAN - metallica	111371
NOVEMBER RAIN - guns n roses	112596
LIVING ON A PRAYER - bon jovi	111376
BY THE WAY - red hot chili peppers	111998
SOMEDAY - nickelback	112967
BEAUTIFUL DAY - u2	111320
CANT STOP - red hot chili peppers	112404
ST ANGER - metallica	112789
EYE OF THE TIGER - survivor	112456
STACEYS MOM - fountains of wayne	113098
FRANTIC - metallica	112909
SINCE I TOLD ... - stereophonics	113249
BAD DAY - rem	113062

R & B

WHERE IS THE LOVE - black eyed peas	112890
BREATHE - blu cantrell feat. sean paul	112521
SENORITA - justin timberlake	112732
THOIA THOIA - r kelly	112948
FRONTIN - pharrell williams feat jay z	112855
I BELIEVE I CAN FLY - r kelly	113060
NEVER LEAVE YOU - lumidee	112774
IGNITION - r kelly	112588
STEP IN THE NAME OF LOVE - r kelly	113193
SNAKE - r kelly feat tigger	112687
ALL I HAVE - jennifer lopez feat ll cool j	112359
RAIN ON ME - ashanti	113175
ANGEL - amanda perez	112796
SO GONE - monica	112947

HIP HOP

OOH WEE - mark ronson & ghostface	113040
REIGNS - ja rule	112579
X GONNA GIVE IT TO YA - dmx	112517
FORGET ABOUT DRE - dr dre	111138
RIGHT THURR - chingy	112868
GOT SOME TEETH - obie trice	113041
21 QUESTIONS - 50 cent ft nate dogg	112582
BEAUTIFUL - snoop dogg	112511
SHAKE ... - nelly & p diddy & murphy...	112839
SMELLS LIKE FUNK - black eyed peas	113231
8 MILE - eminem	112376
BUSINESS - eminem	112695
SUPERMAN - eminem	112427
INTO YOU - fabolous	112916
WHERE THE HOOD AT - dmx	113035
PASS THAT DUTCH - missy elliott	113074
CALIFORNIA LOVE - dr dre and tupac	111169
GET DOWN - nas	112974
MILKSHAKE - kelis	112885
CANT STOP WONT ... - young gunz	113000
SHAMROCKS & ... - house of pain	113011
DAMN - youngbloodz feat lil jon	113139

NU METAL

NUMB - linkin park	112886
BRING ME TO LIFE - evanescence	112651
FEELING THIS - blink 182	113189
GOING UNDER - evanescence	112968
FAINT - linkin park	112713
THE ANTHEM - good charlotte	112493
IN THE END - linkin park	111489
EAT YOU ALIVE - limp bizkit	113038
THE YOUNG AND ... - good charlotte	113131
SHE HATES ME - puddle of mudd	112163
LIFESTYLES OF THE ... - good charlotte	112388
SOMEWHERE I BELONG - linkin park	112442
RED LIGHT... - limp bizkit ft snoop dogg	113125
THESE DAYS - alien ant farm	112907
PUNK ROCK 101 - bowling for soup	112863

INDIE

SEVEN NATION ... - the white stripes	112604
FOOLS GOLD - stone roses	111230
BITTER SWEET ... - the verve	111292
ARE U GONNA BE MY GIRL - jet	113037
BOYS OF SUMMER - the ataris	113133

PARTY TIME

CHIHUAHUA - dj bobo	112905
ONE STEP BEYOND - madness	111278
SUMMER OF 69 - bryan adams	112531

CLUB CLASSICS

INSOMNIA - faithless	111569
SANDSTORM - darude	111290
CAFE DEL MAR - energy 52	111386

REGGAE

TURN ME ON - kevin lyttle	113100
LIKE GLUE - sean paul	112785
GET BUSY - sean paul	112634
NO WOMAN NO CRY - bob marley	111331
BOUNCE ALONG - wayne wonder	113137
NO LETTING GO - wayne wonder	112690
ANGEL - shaggy	111114
IT WASN'T ME - shaggy	111118

URBAN

BABY BOY - big brovaz	112859
FIX UP LOOK SHARP - dizzee rascal	112937
FAVOURITE THINGS - big brovaz	112560
BROKEN SILENCE - so solid crew	112969
JUS A RASCAL - dizzee rascal	113220

FOOTBALL

YOU'LL NEVER WALK ... - liverpool	111351
ARE YOU READY ... - elton john	112869
SOCCER AM CATWALK - jean knight	112559
SOCCER AM NUTMEG FILES	113209
MATCH OF THE DAY	111126
THE GREAT ... - sheffield wednesday	111354

KIDS TV

SCOOBY DOO - scooby doo	111142
WINNIE THE POOH - theme	111613
BANANA SPLITS - title music	112578
LOONEY TUNES - looney tunes	111151

THEMES

ONLY FOOLS AND HORSES	111369
EXORCIST	111871
PHOENIX NIGHTS - title music	112364
THE SIMPSONS	111132
MISSION IMPOSSIBLE	111121
ROCKY - jogging theme	112481
THE A TEAM	111115
DIRTY DANCING	111249
GOOD BAD AND THE UGLY	111181
ROCKY - main theme	111141
JACKASS - title music	112554
AXEL F - beverley hills cop	111601
MUPPETS	111134
HARRY POTTER - theme	111548
KNIGHT RIDER	111127
SEX AND THE CITY - theme	111673
THE MATRIX - WAKE UP	111848
JAMES BOND	111119
STAR WARS - main theme	111125
FRIENDS	111152
THE TERMINATOR	111602
BENNY HILL	111139
TOP GUN	111860
633 SQUADRON - theme	111608
PINK PANTHER	111133

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POLYPHONIC e.g.: FPOLY 110106 NOKIA MONOPHONIC eg: FTONE 110106 NOKIA

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MONOPHONIC RINGTONES - NOKIA: 3210, 33XX, 3410, 5210, 5510, 61XX, 62XX, 63XX, 6610, 8210, 8310, 8110i, 88XX, 7110, 72XX, 7650, 8910i AND THE 9110i. SAGEM: MC930, MCMW932, MC936, MCMW939, MC940, MC942, MC946, MC949 MC950, MC952, MC956 & MC959(R). MOTOROLA: T250, V50, V100, V8088 & TIMEPORT 260. SAMSUNG: T100, S100, N600, A800. SIEMENS: S45, SL45, C45, ME45, M50, A50, C55.

Pictures

for Nokia - Samsung - Sony Ericsson - Siemens

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PICTURE MESSAGES - NOKIA: 3210, 33XX, 3410, 35XX, 3650, 5210, 5510, 6100, 62XX, 63XX, 6610, 72XX, 7650, 8210, 8850, AND 9110(i). THE 33XX, 3410, 5510, 7650 CAN USE PICTURES AS SCREEN SAVERS. SONY ERICSSON: T20E, R520M T68, T68i. SAMSUNG: T100, N600. SIEMENS: S45, SL45, C45, ME45, M50, A50, C55

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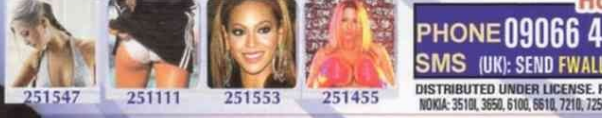
Colour Celebs

Nokia - Sony Ericsson - Sharp - Samsung

251459 251353 251593 251540 251427 251232



251547 251111 251553 251455

Backgrounds

250138 250092 250140 250103 251230 250119

250082 251445 251438 251442

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